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ISSUE 18

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PAGE
44

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BEST FOOTIE GAME EVER!



MAGAZINE

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GEX: ENTER THE GECKO

We're off to see the lizard! Is Gex a Banjo beater?

WIPEOUT 64

Watch out F-Zero - Psygnosis intends
to wipe out all competition!

MISSION: UNPLAYABLE!

Don't choose to accept it - why the super-
hyped spyfest is the year's biggest bomb!

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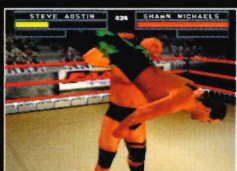


F-1 WORLD
GRAND PRIX
IS THIS THE BEST
RACING GAME EVER?
FULL REVIEW INSIDE!



QUAKE II

FOUR-PLAYER CARNAGE
AS THE WORLD'S FAVE
GAME HITS N64: LATEST
SCREENSHOTS, PAGE 14!



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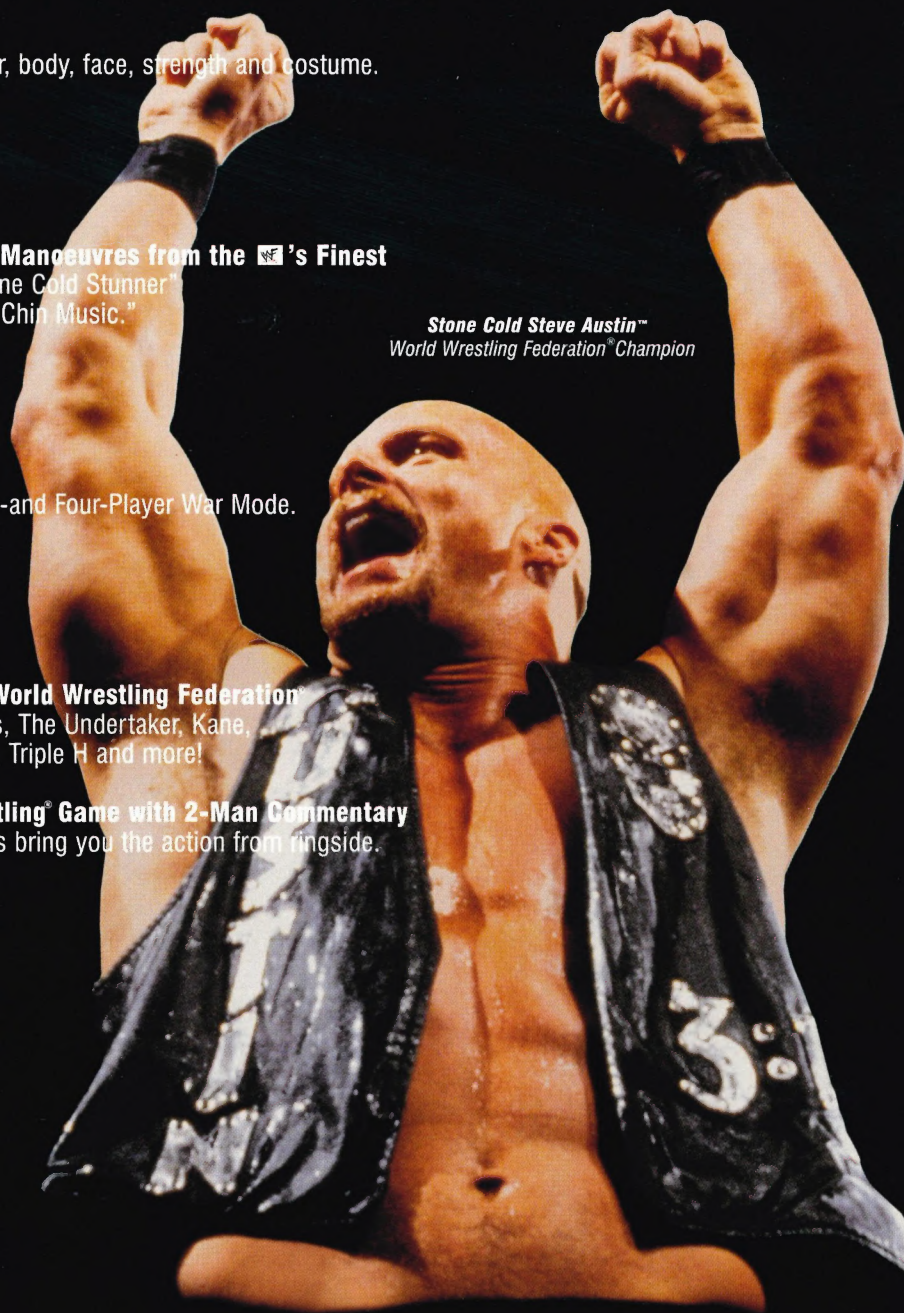


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64

MAGAZINE

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03

THE GAMES



Goldeneye



Banjo-Kazooie



Forsaken



World Cup '98



Yoshi's Story



Diddy Kong Racing



Mario 64



Mario Kart 64

THE BOOKS



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EXCLUSIVE!

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We're off to see the lizard! Is Gex a Banjo beater?

WIPEOUT 64

Watch out F-Zero – Psychosis intends to wipe out all competition!

MISSION: UNPLAYABLE!

Don't choose to accept it – why the super-hyped spyfest is the year's biggest bomb!

PLUS! EVEN MORE COOL STUFF INSIDE!

F-1 WORLD GRAND PRIX IS THIS THE BEST RACING GAME EVER? FULL REVIEW INSIDE!

QUAKE II FOUR-PLAYER CARNAGE AS THE WORLD'S FAVE GAME HITS N64: LATEST SCREENSHOTS, PAGE 14!

PAGE 44 BEST FOOTIE GAME EVER!

PAGE 98 REYNOLDS!

Turn to
page 90 to
subscribe!

Issue 18



04

MAGAZINE

COOL



Wipeout 64

Hover Bowver

22

F-Zero X may have been fast, but Psygnosis plan to give Nintendo a run for their money with *Wipeout 64*. Lift off with our in-depth feature!



Glove At First Sight

28

A game where you play a hand? Fetch the straitjacket, matron... But wait, *Glover* is actually a very smart puzzle game. Find out what it's all about!



Glover

REVIEWS

GEX: ENTER THE GECKO

32

After *Banjo-Kazooie*, platform games need to offer something special – does a smart-mouth lizard make the grade?



ISS '98

44

What, another N64 football game? Not quite. This is the *ultimate* N64 football game! Miss this and go home in an ambulance.



MISSION: IMPOSSIBLE

38

75%! 84%! 92%! *Don't think so.* Why you shouldn't believe everything you read in inferior Nintendo magazines.



F-1 WORLD GRAND PRIX

48

Two stunning sports sims in one month? Unbelievable but true! Ram Schumacher off the track and laugh insanely.



nintents

05

64SIGHT

14

Quake 2

A first look at the N64's next gory trip into demonic dimensions. Oi! You with the horns! Eat my railgun!



15

WCW/NWO Revenge

The wrestlers are back, and this time they're angry. Help Hogan and his buds get revenge!



16

Micro Machines 64 Turbo

Take a handful of toy cars, mix in some eight-player action, and you've got a hit!



18

Fighting Force

Blokes showing their nipples and girls in rubber pants. Not an S&M club, but a beat-'em-up!



GAME BLISTERS

64

Cheat Central

You want cheats, sir? Do you really want cheats, sir?

68

ScoreZone

How do your gaming skills rate against the best?

70

Mission: Impossible

The complete solution. So you don't have to play it.

82

F-Zero X

The complete guide to all the tracks in Nintendo's latest!

REGULARS

66

64 Showcase

This, as certain people are wont to say, is the news! We've got info coming out of our ears.

12

When I'm 64

Will Grant sort fings aht wif Tiffany? We neither know nor care, for this is our letters page.

90

Subscriptions

Did you know you can save tons of money and get cheap games by subscribing? Well you can.

92

Nindex

The complete collection of past game reviews in handy capsule format. The cure for what ails ya!

98

Next Issue

The bit where we, er, tell you what's likely to go into the next issue. C'mon, work with me here.

BUCK BUMBLE

54

There's something nasty in the garden, and it's not of this Earth... Fight off the alien scum. With a bee. Erm.



WAIALAE COUNTRY CLUB

60

Sounds like a nice place to visit, doesn't it? How wrong you'd be. It's another bottom-feeding N64 golf game!



CRUIS'N WORLD

58

Note to gamers: do you remember just how awful *Cruis'n USA* was? Keep that thought firmly in your mind!



CHOPPER ATTACK

Tiny helicopters fight it out in a world made of carpet. Oh, wait, that's *Micro Machines*. This is serious.



EDITORIAL

Sorry, I've got a bit of a headache this issue – we've just been celebrating our increased sales figures, and since we had quite a lot to celebrate... ow! Turn that daylight down!

It's been an extremely good month for N64 games in the office, what with surprise crackers like *Buck Bumble* and *Gex*, the awesomely good *F-1 World Grand Prix* and what is without a doubt the finest football game ever written, *ISS '98*. Unfortunately, as day has its night and yin has its yang, so too do the above games have *Cruis'n World*, *Waiata Country Club* and the appalling disappointment that is *Mission: Impossible* representing the Dark Side of N64 gaming. Still, if you read our reviews and don't trust sucky rival magazines, you'll be able to stick with the good guys!

Got to go now – my head is pounding, so here's a list of facts that show why 64 MAGAZINE is the best you can buy. See you when I've found the Alka-Seltzer!

ANDY McDERMOTT, EDITOR

Fact 1: 64 MAGAZINE was the first N64 mag in Britain, and the leader that all the others followed. We're constantly working to make sure that we stay ahead of the competition in terms of content, design and overall quality.

This means: We're dedicated.

Fact 2: 64 MAGAZINE is completely independent. We don't have to get Nintendo's permission to write anything, we don't suck up to advertisers and we don't increase scores in deals to get other games first. What we write is what we genuinely believe.

This means: We're honest.

Fact 3: 64 MAGAZINE is dedicated to giving gamers the most in-depth news and reviews of Nintendo games they can find anywhere. We believe that when you're spending £50 or more on a game, you should have as much info about it as possible.

This means: We're thorough.

Fact 4: 64 MAGAZINE only reviews finished games. We never review games that aren't yet finished just to get an 'exclusive'. When we review a game, you can be sure we've had an actual cartridge in our hands.

This means: We review what you play.

Fact 5: 64 MAGAZINE is published by Paragon Publishing, Britain's biggest independent games magazine publishers. We have some of the most experienced games journalists in the world, and you can trust us always to tell the truth about a game.

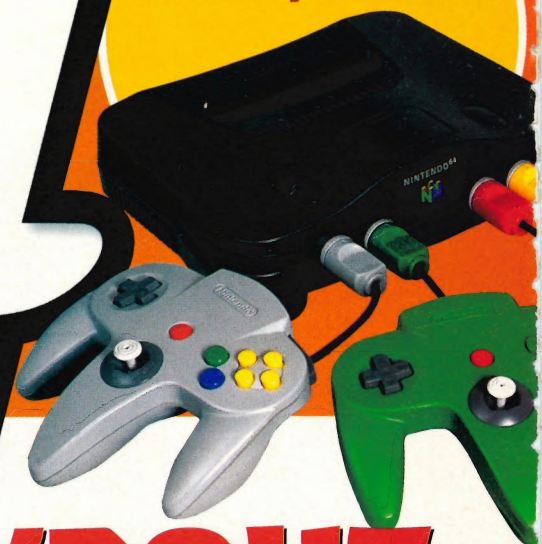
This means: We know what we're talking about.

Fact 6: 64 MAGAZINE's staff work harder than anyone else to ensure that the magazine is of the highest possible quality. We're not prepared to accept sub-standard games, so we don't believe you should accept sub-standard magazines!

This means: We're the best!

the 64 showcase

news
peripherals
advice • hot new
items of interest



TALKIN' 'BOUT A RESOLUTION

Acclaim confirms hi-res mode for Turok 2!

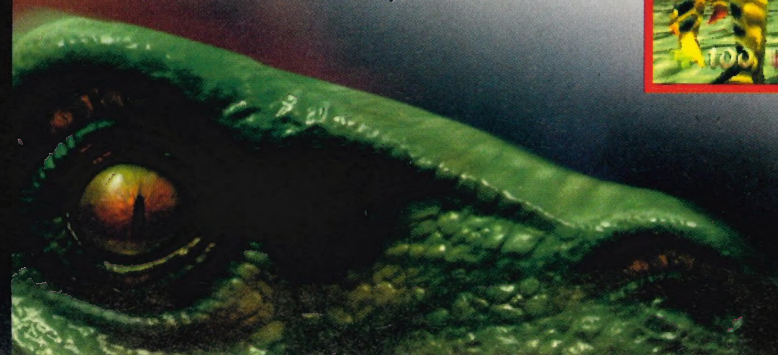
Remember in issue 15 when we revealed that the version of *Turok 2* at the E3 show had extra memory fitted in the N64? We were right!

Acclaim has confirmed that users of the 4Mb Expansion Pak will be able to play *Turok 2* in a staggeringly gorgeous 640 x 480 high resolution mode.

Just one problem. You can't buy the Expansion Pak.

The plug-in gizmo was intended for use with the 64DD, to reduce the amount of time spent pulling data from the machine's disks. With the DD now looking ever more like vapourware, Nintendo doesn't have any reason to sell the Expansion Pak... unless companies like Acclaim can convince them otherwise.

If Nintendo isn't up to the task, other companies will certainly step in – we know of at least one peripheral manufacturer that has a RAM expansion of their own ready to go. With Acclaim's *Extreme G 2* also supporting a hi-res mode and Rare's *Perfect Dark* demo using the Expansion Pak, Nintendo would be daft not to. The future is high-resolution, and *Turok 2* leads the way!





DRAC GOES BACK

Konami postpone Castlevania

Konami has put back the release of *Castlevania 64*, its eagerly-awaited vampire hunting adventure, to at least March 1999, dashing hopes of a pre-Christmas

release. Although this is obviously bad news for players who were hoping to plunge sharpened stakes into the black hearts of the undead, it does mean that the finished game will be as good as Konami can possibly make it, instead of it being rushed out for a holiday deadline. Too bad we've probably got to wait until next year for *Hybrid Heaven* as well...



► Years in the dungeon had done Chris Evans' manicure no favours.



SHOWCASE

64

MAGAZINE

Video System Gets The Formula



SEQUEL TO F-1 ALREADY IN WORKS

Video System, the publishers of the stunning *F-1 World Grand Prix* (see the review on page 48 this issue) have pulled off quite a coup and obtained worldwide rights to Formula 1 on a number of games platforms, including the N64. With *F-1 World Grand Prix*'s developers, Paradigm, already apparently working on a follow-up to the spectacular simulation, it looks as though the N64's reputation as the home for toss driving games has well and truly ended. How the Video System deal will affect Psygnosis' *F1* game has yet to be seen...

ZELDA AT ECTS

But no Miyamoto...

Now that Nintendo of Europe is up and running, the company is going to make a splash at London's ECTS show by showing off an almost complete version of *Zelda 64*. At least, that's the hope... Unlike last year, where Nintendo's presence was a miniscule stand in the unfashionable end of the show, this year the Big N will have a massive arena to rival Sony's.

Sadly, despite early reports, Nintendo's gaming overlord Shigeru Miyamoto will not be attending the show. He does, however, have a very good excuse – he'll be in Japan finishing *Zelda*!



Love And 8

VIGILANTE 8 COMING TO N64

Afros, flares and cars with heavy machine guns – it could only be the 1970s. The 1970s of Activision's *Vigilante 8*, that is, where power-hungry maniacs with fast cars and big guns are trying to take over America. The only way to stop them is with a faster car and a bigger gun!

Based on the PlayStation hit, which was in turn based on the PC game *Interstate '76*, N64 *Vigilante 8* takes place in the American south-west, where the evil Coyote gang is on the rampage. This leads to massive *Mad Max*-style battles between the Coyotes and the Vigilantes, who are trying to defend their homes. The cars, all based on big-engined American motors, can be equipped with a huge range of enormously powerful weapons, and everything – literally everything – in each combat zone can be destroyed. It's like *The Dukes Of Hazzard* with bazookas!



Vigilante 8 is due out before Christmas, and looks as though it will feature a four-player game. Keep death off the roads – keep it in the home where it belongs!



07



64

NEWS NUGGETS

Snippets, rumours and behind-the-scenes whisperings from the world of Nintendo!

More on *Metroid* – although Nintendo continues to deny an N64 version exists, a Nintendo programmer at a conference apparently let slip that *Metroid 64* was coming along nicely before being hurriedly silenced by his boss... If *Quest 64* was a disappointment and you're getting fed up of waiting for *Zelda*, you might be interested to know that there's another fantasy RPG on its way to the N64. This isn't a rumour – we've seen it! We can't tell you who it's by just yet, but we'll give you a hint – it's being programmed by a certain British company in the Midlands... After a good start, the Japanese sales of *F-Zero X* plunged in its second week on sale, hardcore Nintendo fans all buying the game as soon as it came out but casual gamers being unimpressed by the game's stark visuals... SCI's *Carnageddon 64* has been delayed until next year, but the good news, from the point of view of sickos such as ourselves, is that all the gore which made the original so controversial will be retained... There may be a sequel to the enjoyable puzzle game *Wetrix* from Mancunian creators Zed Two, once they finish work on Infogrames' *Tazmanian Express*, based on the *Looney Tunes* cartoons... Nintendo's planned link-up with a Japanese satellite TV company, that would have let 64DD users download games from their TV onto disks, has fallen through. Another nail in the DD's coffin?... Midway is to bring an updated version of the 1980s Atari coin-op *Paperboy* to the N64, the bike-riding hero's world this time being presented in 3-D. The game will also feature a papergirl – very politically correct! High Voltage Software, also programming *Lego Racers*, is the company behind the game...

Command & Conquer Coming!

Electronic Arts buy C&C creators

One of the software industry's 800-pound gorillas, Electronic Arts, recently bought Westwood Studios from Virgin Interactive for over \$120 million. Why is this news for N64 owners? Because one of the games that Westwood is developing is an N64 version of worldwide mega-hit *Command & Conquer*, and EA wanted to make sure that everyone knew about its purchase of the previously elusive title!

Command & Conquer 3D, as the N64 game is provisionally titled,

has been in development for a while, but so far has been kept tightly under wraps. Hopefully, EA's influence will soon see more information on the real-time wargame being declassified.

If *Command & Conquer 3D* combines the playability of its PC and PlayStation predecessors with a full three-dimensional battlefield and the N64's effects pizzazz, it's a cert for a Game of the Year award or two. With luck, we should have an update on the battle between the GDI and the

Brotherhood of Nod soon, possibly with some news in next issue's ECTS show report.



▲ EA make it well known fact that they've got *Command & Conquer 3D*.

Board Out Of Your Mind!

Snowboard Kids 2 on the way

Did you like the weird piste-taking action of *Snowboard Kids*? If so, you're probably going to be extreeeeemely pleased with the news that Atlus, the game's creator, has announced a sequel.

Snowboard Kids 2 has been scheduled to hit the slopes in April 1999, and should have more tracks, more boarders and more bizarre weapons than ever. As before, the snowboarding action won't be limited to just snow – expect even more rasping over completely unsuitable surfaces. Our money's on underwater, volcanic and outer space tracks...



DOUBLE YOUR WIN

Win Back gets two-player mode

Koei's action thriller *Win Back* (see 64sight last issue) has sprouted a deathmatch game.

Players each adopt the persona of one of the SCAT team members, and instead of co-operating to end the terrorist threat of the evil Kenneth Coleman can run around blasting each other to hell!

At the moment, the deathmatch game is unfortunately a two-player-only proposition. However,



since *Win Back* is improving nicely in all other areas (the fogging in the early shots is starting to evaporate), a full-on four-player game isn't entirely out of the question.

64 MAGAZINE GOES UP, UP, UP!

Sales boost for UK's best N64 mag!

Here's a quick 'thank you' to all our readers, who have helped 64 MAGAZINE increase its sales by over 20% in the last six months. A toast to you all and your obvious good taste! Just so you know, we are still – as we always have been – one of the top two unofficial N64 mags, as confirmed by the Audit Bureau of Circulations. Don't believe anyone who tries to tell you otherwise – they're lying! And remember, if you pay peanuts, you get monkeys...



Where we test N64 add-ons to destruction!

GIZMOS & GADGETS

Mad Catz Wheel

£51.99 • EXCITEMENT DIRECT • (01993) 844885

Yet another in a long line of steering wheels, the N64 incarnation of the Mad Catz comprises a nice wheel with some average pedals. The latter are constructed in such a way that it's not possible to rest your heel and pivot your foot as you would in a real car – unless you happen to have double jointed ankles.

The wheel itself is more user-friendly, with a strong spring and some intelligently positioned controls. Particularly nice are the C buttons mounted on a small gearstick-like device.

The wheel performs satisfactorily, although not quite up to the standard of the weird little Ultra Racer 64. The price tag



on the Mad Catz is not to be sniffed at – at almost 20 quid less than some other full-size wheels it's definitely worth considering.

64 Magazine rating:



WIN!
A MAD CATZ STEERING WHEEL

Excitement Direct has generously offered to donate a Mad Catz wheel to one lucky 64 MAGAZINE reader who correctly answers the following question:

How many tracks are there in F-1 Grand Prix?

Answers on a postcard to the usual address by 8 October, marked: 'I'm Maaaaad for it!'

Gamester G64

£17.99 • LMP • (01992) 503133



At first look, this pad isn't anything exciting. In matt black it looks like any one of the many other third-party pads currently available on the market, with what appears to be a slightly over-long stick and the usual stumpy prongs we've come to expect from unofficial pads.

However, the button response is very good, the stick, although it does feel too tall, responds well, and the underside is moulded nicely to prevent the pad slipping from your grip. On the downside, the d-pad is nothing special, and the position of the start button makes it not as easy to reach as it is on the official pad. At this price though, the G64 is hard to beat!

64 Magazine rating:



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64
MAGAZINE

64 MAGAZINE CHARTS

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Chart Comment

No surprise to see *Banjo-Kazooie* straight in at the top, as well it deserves. In the States, though, *B-K* has already been dethroned by the awful *Mission: Impossible* – let's hope British gamers aren't so easily fooled by hype! *World Cup '98* is still performing well despite the actual event being over – how will it manage against the stunning *ISS '98* next month, though?

Chart Compo

Unbelievable! Once again, nobody correctly predicted the top three games before we went to the printers. Almost everyone got *Banjo-Kazooie* right, but *GT 64* outselling *Goldeneye* seemed to be something nobody expected. Still, there's always next month – get your predictions to us before 18 September!

THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	–	Banjo-Kazooie	Nintendo	95%
2	3	World Cup '98	EA Sports	93%
3	1	GT 64	Infogrames	64%
4	2	Goldeneye	Nintendo	95%
5	7	Extreme G	Acclaim	80%
6	9	Diddy Kong Racing	Nintendo	86%
7	18	Mario Kart 64	Nintendo	78%
8	–	Iggy's Reckin' Balls	Acclaim	83%
9	5	ISS 64	Konami	93%
10	15	Super Mario 64	Nintendo	92%
11	–	MRC	Infogrames	52%
12	–	Cruis'n World	Nintendo	24%
13	8	WCW Vs NWO	THQ	83%
14	13	NBA Courtside	Nintendo	85%
15	4	Forsaken	Acclaim	93%
16	11	Rampage	GT Interactive	80%
17	–	Snowboard Kids	Nintendo	83%
18	19	Fighters Destiny	Infogrames	80%
19	–	Turok: Dinosaur Hunter	Acclaim	70%
20	12	Wetrix	Infogrames	86%

WIN
£50

You can win a £50 voucher to spend at your local GAME shop – that's more than enough for *Goldeneye*, *Mario* or *Banjo-Kazooie*! All you have to do is use your powers of divination to predict the top three games in next issue's chart and send your predictions on a postcard to *Chart Compo*, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS!

WORTH OF GAME VOUCHERS

Department 1

an end to 'hey-that-looks-good-oh-fleck-it's-japanese' misery. Whatever you're looking for, you should be able to find it here in Gamewatch – it's the most accurate release list in the world!

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Department 1**

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Turok 2: Seeds Of Evil



Silicon Valley



Body Harvest

 NINTENDO⁶⁴

You will believe a bear can fly



BANJO- -KAZOOIE

Fly like a Bear and climb like a Bird?

This dynamic duo open a stunning new world of tag teaming game play that prove that two heads are better than one. And with a game this big you'll need all the help you can get.



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When I'm

64

12

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Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

STAR PRIZE

The star letter each issue wins all this N64 stuff! What more incentive do you need?



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of N64 kit!



Listomania

Dear 64 MAGAZINE,

I have been buying your mag since issue 9, and I reckon it's easily the best. Your reviews seem honest and I have bought most of my games on your recommendation alone. However, with your system of knocking ratings down I have ended up with a few games that I would not have bought at their present ratings (*Extreme G*, *Mario Kart* and *Fighters Destiny*).

I am not writing to complain – I should have rented these games first – but just to give an idea of how to tackle this small problem. Instead of just listing all the games in the Nindex alphabetically, why not also include a list of the 20 or 30 best games available, in order of excellence. There could also be a few smaller specialist lists for sports games, platformers, shoot-'em-ups, and so on. New games could be slotted in to allow easier comparisons.

I think this system would make choosing games easier and less risky. What is your opinion on this – is it possible?

David Newson, Sedbergh

Not merely possible, but doable! As of next issue, expect the Nindex to include lists of games ranked according to 64 MAGAZINE's review scores – the one truly reliable game guide in the world! We do listen to the opinions of our readers. Well, the sensible ones.

Loss Of... Thingie...

Dear 64 MAGAZINE,

In issue 14 of your magazine you had an article on the memory Expansion Pak. You said that it doubles the RAM in the N64. Well, my point, if you can add another 4Mb to the base RAM, couldn't you then just go the full monty and add a few more zillion Mb of RAM? Then we'll see about putting a stop to even the slightest bit of jerkiness, and using a lovely 800 by 600 or even the 1024 by some huge number (you know the one *Quake II* and *Unreal* use). So what do you think?

Alex Irvine, Wrexham



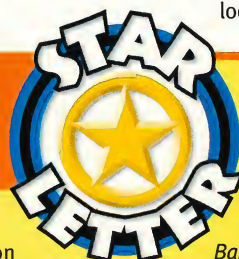
Theoretically there's nothing stopping a company developing a memory expansion of almost any size, but the problem is getting developers to support it. Nintendo's Expansion Pak is just 4Mb – it's unlikely that anybody would write a game that could only be used with a non-Nintendo peripheral.

GT64: "Dog Crap"

Dear 64 MAGAZINE,

I am writing to you mainly because of the N64's newest racing game, *GT 64*. I went out and bought the game on its day of release thinking it looked promising, and as it was on the

PRIZE WINNER



Dear 64 MAGAZINE,

First things first, congratulations on the new look of your magazine. When I read it was getting a facelift I didn't know what to expect, but now it looks better than ever. Top marks all round!

The main point of this letter concerns Rare and *Banjo-Kazooie*. I bought *B-K* as soon as it came out and, as you said, I played it to death. With a mere 30 hours on my save I completed the game with 900 notes, 24 honeycombs and 100 jiggies. Then came the end sequence which – initially – amazed me. Hidden secrets revealed! How to get the ice key in Freezeezy Peak! Secrets in Treasure

Trove Cove and Gobi's Valley! Then I was informed I would "find out in *Banjo-Toolie*!" Say what?

At first I thought it was some kind of cruel joke, but issue 17 confirmed what I suspected – I need to buy

Banjo-Toolie to reach those two eggs and that key. This is the cruel joke. Rare are totally out of order to have made *B-T* a prerequisite for fully completing its prequel. *B-K* is an excellent title, but to have to buy another game in order to finish it completely is criminal.

The only way Rare can redeem themselves is to make these secrets absolutely amazing. I for one will be expecting something pretty damn special for having to buy two games to see what happens!

Graham Wade, Neston



We asked a spokesman from Rare for a response, and got a weary "You can't please everyone..." To quote from Rare's web site, "To avoid accusations that we are nasty money-grabbing types who are forcing players to fork out for both games, these secrets won't be essential to completing *Banjo-Toolie*, but they will be rather spiffingly desirable, even if we say so ourselves." Seriously, we think that considering how good *Banjo-Kazooie* is, complaining about the *Banjo-Toolie* secrets is a bit like turning down a free Ferrari because of the low gas mileage. But have a bundle o' stuff to make up for the disappointment anyway.

ASK ANDY



He knows what's what, does our editor, and he's even vaguely competent at his job. Ask and he shall deliver. In a pretentious manner with a pithy *bon mot*.

Dear 64 MAGAZINE,

- 1: When is the 64DD coming out? How many bits will it be and what will the price be?
- 2: When is a decent F1 racing game coming out?
- 3: Is there a football management game coming out in the N64?
- 4: Do you know when game prices are going to drop?
- 5: When is *WWF Warzone* coming out in the UK?
- 6: Can you get the Datel Action Replay cart from any shop, and how much does it cost?
- 7: Will *Turok 2* have more dinosaurs than *Turok*?
Amar Lochab, Heston

- 1: In Japan, it's been put back on 'to be confirmed' status. There are no firm plans for a UK release at present.
- 2: It's out. See page 48 this issue.
- 3: Not at the moment – you'll have to make do with the management options in games like *World Cup '98*.
- 4: Some companies, like Acclaim and Konami, have already started to cut prices. Hopefully the rest will soon follow suit.
- 5: It's out now.
- 6: It should be available in chains like Game or Electronics Boutique, and any decent independent game shop. It costs £49.99.
- 7: Oh yes.

Dear 64 MAGAZINE,

- 1: I'm wondering about getting *Forsaken*, but you said that there was no built-in memory. I've only got a 256K memory card, so how many saves would I get out of that?
- 2: I saw that in issue 14 you made a mistake with the \$64,000 question for *Forsaken*. Out of curiosity, how did this arise?
- 3: Why do you include cheats for rubbish games like *Clayfighter*? No sane person has it!
- 4: I'm longing for a game that exceeds *Goldeneye*. Any idea of a release date for *Perfect Dark*?
- 5: In issue 15 you claimed you thought that the 64DD was a dead duck. However, rubbish mags think otherwise. Are you sure of your facts?
- 6: Some people don't like the *Goldeneye* ScoreZone (turning it into a racing game), but I think it's a good idea. But you should also do a *Goldeneye* 'head-hit competition'.
- 7: The name of your letters page. When I'm 64. Why? When I'm 64 I'm going to... er... write a letter. Eh?
Edward Plant, Burnham

- 1: *Forsaken* only uses one page on the Controller Pak, so you shouldn't have any trouble saving your games.
- 2: I said never to speak of issue 14 again!
- 3: We'll print any cheat we can get our paws on, apart from the obviously fake ones like the 'play as Sean Connery and Roger Moore' one for *Goldeneye* that certain mags fell for.
- 4: Next year. Late next year.
- 5: When Nintendo tells developers to switch from the 64DD to cartridges, you know *something's* up! If the 64DD gets a UK release before the end of the millennium, I'll be extremely surprised.
- 6: Send in proof of the score, and we'll do it!
- 7: Beats me – wasn't my idea. I could have changed it with the redesign last issue, but I kept it in to annoy Nick. Arr!



To Buy A Sega Takes Ages

Dear 64 Magazine,

I can't help feeling slightly worried about the new Sega console. Most of my friends have already sold their N64s to buy one. Is this the end of Nintendo as we speak? Unless they can bring out the 64DD in time for the console's release date and maybe *Zelda* as well then the N64, which I have had since its release, will turn into another 3Do or Jaguar. Something must be done. Maybe a good kick up the arse would get them moving!
Tom Agate, Chelmsford

Your friends are going to have quite a wait before they can play any games, since the Dreamcast won't be out until next November! The N64 market is still growing, as our increasing sales figures prove (cheers, y'all) and has a long way to go before it peaks.

Perspiration Problem

Dear 64 MAGAZINE,

I have just two things to say. One, I share Roy's clammy hand problem. My hands are always sweaty and it's very embarrassing when you're shaking hands with someone. Two, is *Iggy's Reckin' Balls* short for 'the reckon' balls that belong to Iggy', or 'Iggy is reckon' balls'?
Jon Lynes, Whitstable

Our hearts go out to you, sharing Roy's leaky body disorder. Horrible, isn't it? Iggy is seemingly the leader of the Reckin' Balls, so it's the first of the two options.

I Wanna Kill And Kill And Kill

Dear 64 Magazine,

I have just bought an N64 and I am extremely impressed with it. I didn't know that much about it until I picked up your magazine; since then, I've read every page and can't wait for the next issue. What I'm writing to you for is to find out if you can recommend a good all-round blood 'n' guts shoot-'em-up. With the games being quite expensive, I want to make the right decision, and you are obviously the professionals at it. Keep it up!
Jon Rowe, Hartshill

In ascending order of greatness, our top three shooters are *Quake*, *Forsaken* and, of course, *Goldeneye*. *Duke Nukem 64* is also a fine contender, and if you're prepared to wait until October, *Turok 2* should be a stormer.

Nutter!

Dear 64 MAGAZINE,

Your mag is okay. PRINT THIS OR DIE!
Billy Ross, Lanark

Written in crayon, which explains a lot.

N64 I thought that it would be brilliant. How wrong I was! It's the biggest pile of dog crap I've ever played. The graphics are adequate enough, but it suffered so much from slowdown that I started to shout at the telly!

In issue 15 in the E3 review, you said that *Turok 2* was running with a 4Mb memory expansion in the N64. Do you think that Nintendo will release this card officially so that games like *GT 64* will become a thing of the past?

Dave Moon, Burnham-on-Sea

PS: This is to the editor, Andy – did you know that the lead character of *An American Werewolf In Paris* is called Andy McDermott? I think that you should sue!

GT 64 just goes to prove that you should always wait for 64 MAGAZINE's review before buying a game. *Turok 2*, it now appears, will support a high-resolution mode if you have an Expansion Pak plugged in. If Nintendo doesn't release the Expansion Pak, there's a very good chance that a company like Fire or Datel will release their own version, just to cater for *Turok 2* players!

As for *American Werewolf*, I was not aware of that! Maybe I will sue, since the film's supposed to be pants.

Yoshi Dies Screaming

Dear 64 MAGAZINE,

I just picked up issue 14 of your mag (it's currently 7 August here in Oz) and overall, I was impressed once again. It seems to be the best of the bunch whether or not the Australian mags are taken into account (one multi-platform, one official NMS).

The only thing that worried me was Cheat Central. I was slightly confused when I read the 'four pages', because there weren't four pages. Well, technically there were, but if you didn't have the multitude of screenshots of *Madden* and *Yoshi's Story* on the third page, you could have saved a page for something else. I'd personally rather you lower the percentage of screenshots so that you could maybe have an extra page for other sections. I just can't see why you needed to show eight pictures of Yoshi dying (unless you like watching defenseless little dinosaurs in pain).

If there aren't many cheats that month, I don't mind. If you can only fill two pages, then two pages is enough. I just don't understand why you had to waste a page on screenshots when it could have been used better elsewhere.

Anyway, I've had my rant. The magazine is great overall, but these little things can sometimes take the edge off it.

Andrew Campbell, Wishart, Australia

That's one of the dangers of magazine publishing – we were expecting more cheats to appear as more games came out, so more pages were allocated to Cheat Central... and then hardly any cheats showed up and it was too late to reallocate the pages. Doh! Still, I did enjoy watching Yoshi die screaming. Now let us never speak of issue 14 again.

64sight

14

Where can you see tomorrow's games today? Right here in 64sight, the ultimate preview bonanza!

Quake II

Quake, rattle and roll!

 **QUAKE II**

Publisher: Activision
Release Date: November '98

Some people thought the N64 version of *Quake* was a bit of a disappointment, largely because of its conspicuous lack of the now-obligatory four-player Deathmatch mode. Activision, which has taken over the reins of the demon-splatting franchise for N64 *Quake II*, is set to remedy this.

One of 64 MAGAZINE's spies played the game at a recent Activision beano, and was very impressed with it. Not only is it faster and smoother than the first game, with improved visuals that are on a par with the PC version, but the deathmatch game is "as fast as *Goldeneye*" to boot!

Quake II gets such cool additions as *Forsaken*-style lighting effects as



▲ Red sky at night, *Quaker's* delight! The spouting blood may not be quite as flashy as in *Turok 2*, but there's a lot more of it.

▼ Pick up that four-barrelled hyperblaster quick – in *Quake II*, you can never have too many weapons stuffed into your waistband!

weapons fire and explosions echo through the tunnels, more detailed (and nastier) enemies and a range of new weapons. There are 13 new ways to kill the otherworldly forces of evil, one of the best being the *Eraser*-style railgun which fires metal spikes at hypersonic speeds, leaving a spiralling trail of superheated air molecules in its wake. Yowza!

It's the four-player mode that should provide a serious challenge to



▲ The bad guys take visible damage as you pop caps in their asses and other body parts, bloody holes opening up in their skins.



Goldeneye, however. No more two-player rubbish with huge score blocks covering half the screen – *Quake II*'s deathmatches occupy the full screen and let players take part in all the sniping, camping and general postal work that made the PC game so popular.

Activision hope to get the game out in November, in time for the season of goodwill to all men and demons. We'll have more buckets of gibs for you soon.



▲ Like the first *Quake* game, grenades can be ricocheted off walls to reach enemies in those hard-to-reach sniping spots.



▲ Some mates of Gladstone Small check out Damien Hirst's latest work, 'Slice of Cow'. They didn't pay their entrance fee... blam!

WCW/NWO Revenge



If you're a wrestling fan and you liked THQ's *WCW Vs NWO World Tour*, you're going to love this! *WCW/NWO Revenge* once again pits the over-muscled heroes of the square ring against each other in a battle for wrestling world domination!

The new game features more than 80 real-life wrestlers, all of whom have their own distinctive signature moves at their disposal. Each fighter has at least 35 different ways to inflict pain on his fellow men, and can

With a sign-waving crowd baying for blood, Raven and Hall go at it. You can almost smell the sweat and popcorn from here!



Publisher: THQ
Release Date: November '98



Revenge features weapons that are thrown into the ring, and can be used to batter the crap out of the opposition!



Hulk... sorry, 'Hollywood' Hogan prepares to make another wrestler sorry for being rude about his hairless pigeon chest.



also grab hold of objects like chairs and tables from the ringside and beat people around the head with them.

As in the first game, the wrestlers of the rival WCW ('good') and NWO ('evil') leagues are fighting it out to prove which league is the stronger. This time, though, the player can have a say in who fights for which league – the game's costume editor allows wrestlers to be switched from one league to the other. Join the Dark Side!



WCW Revenge has a more chunky, cartoony look than *WWF Warzone*. As wrestlers are basically cartoon characters anyway, it works!



Wrestlers can taunt their opponents, which, let's face it, is like shooting fish in a barrel. Haircuts, tights... all easy targets!

A major new feature is the Battle Royale mode – no cheese, just action! In this mode, 40 wrestlers fight it out one after the other, with up to four in the ring at once. Every time one guy is beaten into submission, another wrestler leaps into the fray until eventually only one man is left standing.

For hardcore wrestling fans, all the genuine WCW belts are featured, as are reproductions of actual themed arenas like 'Bash At The Beach' and 'Halloween Havoc', whatever they may be. Genuine stripy-shirted bloke Mark Curtis is also featured, although we don't know yet whether you'll be able to take the referee and use him as a club!

Although it lacks *WWF Warzone*'s wrestler creation mode, *WCW/NWO Revenge* should have more than enough other features to make it a potential new king of the ring.



Oh dear oh dear. Another refugee from the Mexican superhero industry. Sorry, mate, auditions for *Dual Heroes* were months ago!



▲ Get left too far behind by the other cars in the race, or wander too far from the track, and a simple fate awaits you – BOOOM!

MICRO MACHINES 64 TURBO



Publisher: Codemasters
Release Date: 21 October '98

Micro 64 Tur

Mini Motor Mayhem!

"A tiny car in my breakfast cereal. How bizarre!" That's the kind of wacky thing that happens in *Micro Machines 64 Turbo*, where up to eight miniaturised vehicles blast around everyday courses – the breakfast table, the bathroom, a pool table, the beach, the garden – at insane speeds.

Codemasters has been making *Micro Machines* games for years, all the way

back to the excellent original on the Mega Drive, and the new N64 incarnation (sorry) is an improved version of the PlayStation's *Micro Machines V3*. With 48 circuits and a new option of five different speed settings (try playing it on Turbo!) the N64 looks as though it's going to get the best *Micro Machines* game yet.

If you're wondering how eight people are going to be able to play at once when even the N64 can only scrape up four controller ports, it's simple – two people share a joystick. If the N64's control system is anything like its



▲ The courses are littered with all kinds of everyday objects that act either as obstacles or, if you're lucky, help you get ahead.



Grab On!

One of the power-ups is the grabber. Use this on a rival and you can chuck their car right to the back of the field!



▲ It's no use crying over spilt milk... unless you're skidding helplessly through a pool and are about to crash and burn against a carton!



▲ A lone mini Mini makes its way through the flotsam and jetsam of a rather grim-looking beach. Welcome to Sellafield!

Machines bo



▲ Stevie Wonder's Micro Machine misses the track completely and bursts into flames.



▲ Cheese is a foodstuff that has been sadly underused in videogames. Well, now that lactic shortfall is about to be redressed!



predecessors, one person gets to use the D-pad (or analogue stick) while the other controls their inch-long vehicle with the C buttons. If this sounds clumsy, don't worry – it worked superbly on other machines. The only problem comes when people start getting excited and try to wave the joystick around...

Power-ups are scattered throughout the game, letting cars hammer – sometimes literally – the opposition. Fireballs blast other racers to pieces, forcefields shove them off the track to

their doom and the classic grabber arm seizes the car ahead and flings it to the back of the track!

If you can gather together seven other souls, *Micro Machines 64 Turbo* has several modes of play, depending on what kind of game you want to indulge in. As well as the basic race where the winner takes all, there are also options for tournaments over a group of tracks and a team game where players split into groups and plot against each other. Players can even take part in the new-for-N64 'keepsies' challenge, recreating the

days of the school playground where the unfortunate loser of a race had their prized toys claimed by the victor. Give me back my Ferrari, you snot-nosed little sod!

Whether you want to drive a sports car, a speedboat, a helicopter or even a tank, there's a Micro Machine for you – there are 32 in the set. With ten different types of race event to choose from, the N64 version of one of the world's most popular multi-player games should be better than ever. We'll have the full review for you just as soon as we can tear ourselves away from the game!



▲ Clever use of the controllers will allow eight people to play *MM64T* at once, although only a feeble five were up to the task here.



▲ I was no chemistry wiz, but it's a pretty safe bet that there isn't really an element named after an early arcade game!



Fighting Force

Use the force!


**FIGHTING
FORCE 64**

Publisher: Eidos
Developer: Core Design
Release Date: October '98

▼ Being a corporate security guard isn't the cushy number it used to be! This glass lift takes the heroes up the side of Zeng's headquarters.



Zeng Buddhism

So, who is this Dr Zeng? You can tell at a glance that he's a bad 'un – no non-evil man would have a 'tache like that, for starters. To quote from Eidos' blurb...

"He is part drug tester, Dr Timothy Leary, sex and religion crazed, David Koresh and biological scientist... His followers are many and they are kinky, sexual beings at that, for Dr Zeng's teachings emphasised total submission and that getting him alone in bed would create JESUS JR. Dr Zeng doesn't believe in IMMACULATE conception! That would be a waste of some HOT, SWEATY FUN!" Nice work if you can get it.

He's got a 'sex dungeon' as well. Bet that bit doesn't appear in the manual for the N64 version...



And you thought the arrival of the new millennium would be cause for a huge party. Not so for noted mad scientist Dr Dex Zeng, the sex-crazed, drug-popping leader of a doomsday cult. All his predictions led him to believe



▲ Steroidal hunk Smasher picks up a luckless bad guy by the crotch and prepares to use him as a weapon. Now that's gotta hurt!

that the world would end right after the clock in his PC went west, and when it didn't he came up with a backup plan – do it himself!

That's the scenario behind Eidos' *Fighting Force 64*. Dr Zeng is about to unleash a deadly contaminant into the Earth's atmosphere to ensure that his terminal prophecy is fulfilled, and – of



▲ Just another typical day on the Northern Line. Someone tried to read Hawk's *Daily Telegraph*, and this was the result.



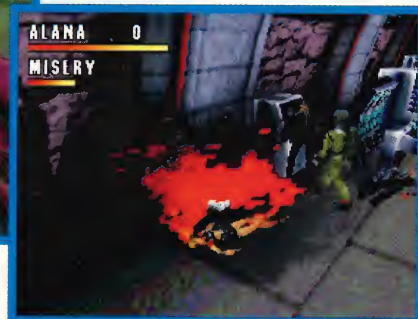
▲ Each character has a number of different kicks, punches, special attacks and – as seen here – throws.



▲ *Fighting Force 64* features some blood, but when compared to the likes of *Blo Freaks* and *Turok 2* it's pretty tame stuff.

course – only a small group of highly skilled fighters can stop him!

Fighting Force is similar in structure to old 2-D scrolling beat-'em-ups like *Streets Of Rage*, *Double Dragon* and *Renegade*, the difference being that the brutal action is in 3-D. The chosen fighter (or fighters – two players can co-operate to bash heads and break furniture) has to kick and punch their way through 25 levels that are full of Zeng's armies of disposable goons



▲ Alana is engulfed in flames after an explosion. That won't do her fashionable rubber hot pants much good at all!

▼ If a car is pounded hard enough, it falls apart and its bits can be used as weapons.



64



▲ Each character's special attack is different. Alana's pride and joy is her 'spinning bird kick'-type move.

before the ranting megalomaniac can be brought down.

As well as fists and feet, the heroes can use other objects to inflict massive internal injuries on their opponents. Trash cans, crates, parts of cars and even other people can be flung or swung, and if there are no obvious weapons to hand then pieces can be ripped off other objects!

In the two-player game, a pair of heroes fight alongside each other in their mission to cave in Dr Zeng's skull. Although they're meant to be on the same side, it's all too easy to grab, hit or even shoot your sidekick by accident (or even by 'accident' if you're feeling a bit Zeng-like yourself).

64 MAGAZINE will pitting the full force of our reviewing might against *Fighting Force 64* next issue.



▲ Weapons like guns, broken bottles and knives can be picked up as you progress. Hawk makes Misery's life a misery!



◀ Certain objects explode when they take damage. You can use this to your advantage by lobbing dangerous items at your enemies!



▲ If only the train level in *Mission: Impossible* had been this exciting!



▲ 40 whacks with an axe! A boss shows up after every few stages – they're several times harder than the regular goon squads.



▲ A shop for lizards, hot dog carts, dozens of violent brainwashed psychopaths... they've got everything in this mall.

Force Yourself!

Who are the four heroes of *Fighting Force 64*? This lot, that's who.

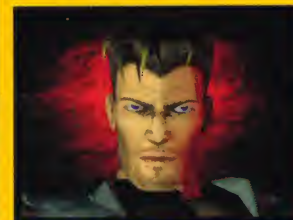
MACE DANIELS

Mace is one of those 21-year-old, 38D beautiful female kick-ass private eyes who only exist in male fantasies. But who's complaining?



HAWK MANSON

No relation to Charles or Marilyn, cynical vigilante Hawk has decided it's time to fight for good. And the chance to cop off with Mace.



ALANA MCKENDRICK

She's a right little raver, is our Alana, but she's also a girl to whom Dr Zeng took a fancy and kidnapped. For this, of course, he must die!



SMASHER JACKSON

Or Ben to his mum. Smasher is muscle for hire, a super-strong lunk with a chest like two beer barrels and a rottweiler's temper. Grr.





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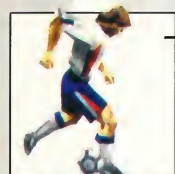
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Hover Bo

You want to race? Let's race! Here's everything you need to know about Psygnosis' Wipeout 64...

▼ Head-to-head battles are a lot of fun, as the vehicles are fairly closely matched. Each car has its own engine exhaust colour.



► Each course has a number of checkpoints – fail to reach them in time and you instantly lose the race. Oh, and your car explodes.

The first N64 game by veteran developers Psygnosis is a new version of their top-selling PlayStation classic *Wipeout*, the futuristic racer where road rage is not only tolerated, but encouraged! It's not just a straight conversion, though – *Wipeout 64* features new tracks, new special weapons and new music.

We spoke to the team that is producing *Wipeout 64* and got the full skinny on the game that could ram *F-Zero X* off the track when the two games are released almost head-to-head in the UK later this year.



▲ Fire the Quake Disruptor weapon and the entire track ripples and shakes, battering every other vehicle in its path.



▲ When activated, the shield makes your craft temporarily invulnerable, although you can't use any weapons.

Then we prised a cartridge from their fingers, took it to the office and played it relentlessly until it begged for mercy!

You can find out what we thought of the 80%-completed game later. But first, what do the game's creators have to say about it?

64 Who are you all, and what do you do on the game?

Jonathan Fargher: The *Wipeout 64* team consists of 13 people, seven artists, three programmers, two game designers and a producer. Some of the team are industry veterans, the producer worked on *Wipeout* and *Wipeout 2097* as well as *Colony Wars*.

64 How long have you been working on Wipeout 64?



▲ Machaon II is a heavily forested track, with trees the size of skyscrapers and this bizarre techno-Ewok village!

WIPEOUT 64

Publisher: Psygnosis
Developer: Psygnosis
Release Date: November '98

% COMPLETE 80%

Hover

Wipeout 64



▲ Hit a rival vehicle hard enough and it'll go flying off the track with a distinctly satisfying explosion. Yeah, bite me, dirtbag!

JF: *Wipeout 64* has been in development since mid-February, the version that was shown at E3 was around 30% complete, at the moment, it's about 80% complete. The release date is scheduled for 30 November.

64 What are the differences between PlayStation and N64 *Wipeout*?

JF: I think a lot of people were worried that the N64 version was going to be a straight PSX conversion, that couldn't be further from the truth. For *Wipeout 64* we've gone back to the drawing board on a number key elements. We set out to tweak things like the AI and craft handling, so it ended up being a total redesign of some of the major game features.

There are six new race tracks - we've taken the best elements from the previous tracks to create the new ones. For a start they're smoother, faster and



▲ An admiring crowd of thousands waves on the contestants. Or it might be a big tray of nutmeg - who can tell at this distance?



▲ Some of the tracks force you to take jumps over huge gaps. If you fall short, you have to wait to be pulled clear by a hovertruck.

probably the best we've ever designed. The craft AI has been totally rewritten; in previous versions of *Wipeout* the other craft were only there to race against, but now they're out to win the race themselves. You'll instantly notice that the other craft will fight between themselves, so try not to get involved otherwise you could be in for a hard



▲ A rival racer falls foul of a string of mines that some evil swine dumped on the track. Now, who could have done that... ha!

▼ Each track has a pit lane. Duck into this in the course of a race and your shield will be recharged, though it costs some time.

Class Struggle

There are four racing classes in all, each faster than the last. New classes are opened up as you emerge victorious from the old - how far can you take it?

VECTOR

For beginners and grannies only. If you haven't busted this ambling class wide open within hours, there's something wrong with you!



VENOM

Things start to get faster on Venom, and the other racers are a bit nastier as well. This is where the action in *Wipeout 64* really starts.



RAPIER

Now you're talking! Rapier class races are designed to get your blood pumping with fast, deadly action and strict time limits to overcome.



PHANTOM

The ultimate challenge. Phantom class is awesomely fast and devilishly hard - you'll be lucky to finish a race, never mind win!



On The Right Track

There are seven tracks altogether in *Wipeout 64*. This might seem tight compared to *F-Zero's* 24, but there's a lot more to look at!



KLIES BRIDGE

The first track, a race through a chilly Arctic wilderness dotted with part-finished structures and radar towers.



QORON IV

The early part of this course snakes through glass-sided tunnels underwater, before heading out into the open.



SOKANA

An arid red desert beneath a vivid purple sky, Sokana thrusts racers through a series of narrow canyons.



▲ Blue arrows on the track mark turbo boosts. The more arrows, the bigger the boost – this triple arrow sends you flying.



▲ Some weapons can be fired backwards just to annoy tailgaters. Somebody on Qoron IV is about to get a nasty surprise!

time. We've also allowed the other craft to use the Quake Disruptor weapon – the player will get a taste of his own medicine this time round.

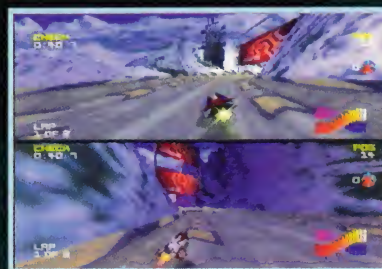
Overall *Wipeout* looks and plays a lot smoother than the PSX version. People think that it's in a higher resolution than the PSX version, but that's not the case – it just looks much sharper. Speedwise the game runs at a constant 30 frames per second no matter which game mode you choose – that includes the multiplayer mode as well!

Probably the biggest difference comes from the analogue stick. We didn't realise exactly how much of a difference this would make! When we first had the game up and running you could only use

the D-pad, and although it played okay, we felt that something was missing. When we finally got the analogue stick working we were astounded at how good it felt. To give you some idea of the difference it makes, a good player can improve his lap time by around 4-6 seconds using the analogue stick. We've redesigned the game modes as well, this time the player will get a new Challenge mode to play with. Essentially this mode was influenced by *Gran Turismo*, with the player having to complete a series of different challenges before moving onto the next.

64 What was the hardest problem to overcome in putting *Wipeout* on the N64?

JF: To be honest, the team hasn't encountered any major problems with *Wipeout 64*. We are very lucky to have a team of expert programmers, artists and game designers that got used to working with the N64 very quickly. The only concerns we had was how we'd incorporate the multiplayer mode and what the music would turn out like. Luckily, both have turned out excellently; you'll be hard pressed to tell the difference between the music on the cartridge compared to a CD!



▲ Two-player games do a good job of displaying the scenery, although the number of trackside objects is cut down.



▲ The Electro Bolt tampers with your rivals controls, but doesn't really harm them. Damn!



64 How does the N64 compare to the PlayStation from a programming standpoint?

JF: The N64 just does things differently. Once you get used to the way she works, it's not too difficult.

64 Which bands will be providing music for the game?

JF: There are eight different music tracks in *Wipeout 64*, five developed by a company called PC Music based in Liverpool, two licensed tracks by the group Fluke and one secret track that we can't mention at the moment [it's by The Propellerheads - Ed]. We are very proud of the way the music has turned out, we think it's some of the best on the N64 and you'd be hard pressed to tell the difference between this and CD.

▲ The other racers defend their position in the race with ferocity. Get past them and they'll launch a furious counter-attack!

64 Do you think *Wipeout 64* will kick *F-Zero X*'s ass? How about *Extreme G 2*?

JF: There's no denying that *F-Zero* is a very good game, although I think possibly too much has been sacrificed to keep the speed up. In *Wipeout 64* one of the most enjoyable features is



◀ Oh no! *Wipeout 64* might have rave-style music, but covering a bridge in fractals is just taking things too far!

▲ "Hey! That's not what I meant when I asked if you wanted a quick game of *Quake*!"



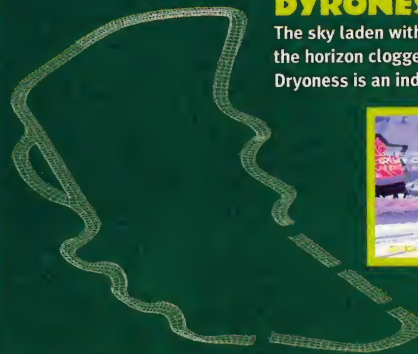
▼ A huge tubular hole ringed with sharp teeth? Sigmund Freud would have a heart attack if he were to play *Wipeout 64*!



▲ In four-player games the depth of the scenery is dramatically reduced to keep the speed up, but playability is maintained.

DYRONESS

The sky laden with greenish pollutants, the horizon clogged with megastructures, Dryoness is an industrial hell.



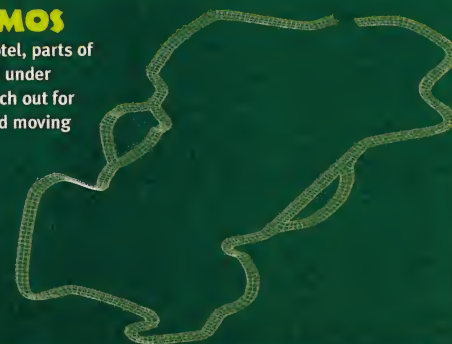
MACHAON II

Get back to nature with a race through the massive trees of Machaon II. Ageing hippies will love the place!



TERAFUMOS

Like a Spanish hotel, parts of this track are still under construction! Watch out for the huge gaps and moving cranes.



VELOCITAR

The secret track! To open it up, you need to be the best of the best - who will be first to visit it?

AUTOPILOT

If you're having problems getting around the twistier parts of the track, this will help out for a short time. Maximum smoothness, maximum speed.

**ELECTROBOLT**

A powerful static pulse that overloads a target craft's systems, making it stall, lose control and drain its shields. Just lock and fire... then laugh like a loon.

**E-PAK**

Rather boringly, the E-Pak is nothing more than a shield recharger. On the other hand, if you're down to the last blim of energy you take what you can!

**MINES**

Princess DI would not approve – these highly unsportsmanlike devices are dumped in your wake like explosive turds. Dodge or Thunder Bomb them.

**MISSILES**

Tool up with these and you've got a heat-seeking weapon that hunts down its target relentlessly. It can even be fired backwards as a nasty surprise!

**Lock And Load**

While *F-Zero X* may take the gentlemanly approach to racing, with just the odd bit of bumping between vehicles, *Wipeout 64* takes the altogether more amusing approach of kitting each car out with a whole bundle of weapons and encouraging racers to use them! Each weapon is activated by flying over the appropriate track icon – see what's what above.

the quality of the environments you race in. To give you an example, one of the tracks (Sokana) is based around an active volcano, where at one point the player flies over the mouth with steam and fire spewing from the crater. Even with this amount of detail the frame rate stays at a constant 30fps and at *Rapier* and *Phantom* class, *Wipeout* is easily as fast as *F-Zero* or *Extreme G*.

▼ Certain weapons, like the Electro Bolt, have to be locked onto a target before they can be fired successfully. Wait for the target box to close.

**64** What's the next N64 project you'll be working on?

JF: It hasn't been decided what projects the team will be working on at the moment. As soon as we have any details, you'll definitely be the first people to know...

Preplay Report

The version of *Wipeout 64* that 64 MAGAZINE was playing was unfinished – there are still a few weeks' work to be done. The control system still needs to



be tweaked, as the vehicles are too often brought to a sudden halt when they clip the side of the track instead of just scraping along and losing speed as in *PlayStation Wipeout 2097*. Some special effects are missing or only partly implemented, and a couple of track sections have noticeable pop-up.

That aside, *Wipeout 64* doesn't half shift! After *F-Zero X*, we were dubious



▲ If you like being disoriented or enjoy funhouses, these rotating tunnel sections should be right up your street!



▲ By holding your thrust at about the three-quarter mark when the lights change, you can get off to a flying turbo start.

Super Weapons

New to the N64 version of *Wipeout* are the super weapons! Each team has their own distinctive strap-on stonker with which to bludgeon the other racers into submission.

FEISAR: MINIGUN

Like Blaine used in *Predator*, this multi-barrel cannon gives enormous destructive power, but can only fire in short bursts.

AG SYSTEMS: SHIELD RAIDER

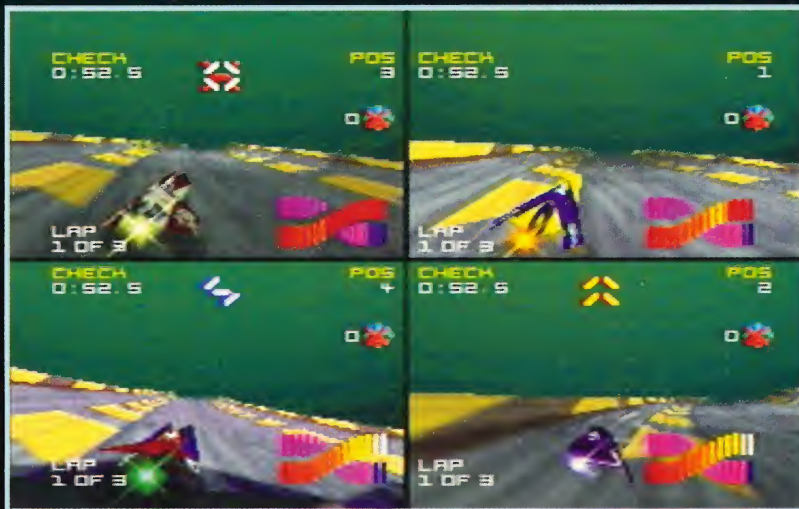
Not the next *Lara Croft* game, but an effector weapon that drains an enemy's shield energy and transfers it to your own reserves.

AURIKOM: ENERGY SPHERE

A deadly plasma burst that, once fully charged, rips through any vessels in its path and inflicts enormous damage.

QIREX: POWER SNARE

When fired, this weapon creates a forcefield further down the track – any craft that flies through it will pay a heavy shield penalty.



▲ Player one has grabbed himself a special weapon, the Shield Raider. Somebody's about to get the life sucked out of them!

QUAKE DISRUPTOR

Wipeout's signature weapon - firing this makes the track ahead of you buck like a bronco and hammer the shields of anyone unlucky enough to be on it!



ROCKETS

Unlike the missiles, rockets don't have any homing abilities. On the other hand, you can fire them off in bursts of three at once. A close-up weapon of choice.



SHIELD

Oddly, this is a shield for your shield... uh, right. It actually prevents you from losing any shield energy while it's active, but it only lasts for a short time.



THUNDER BOMB

A weapon of absolutely no subtlety whatsoever, but if you're in the middle of a race, who cares? Fire this and all visible enemies take a bang to the head.



TURBO BOOST

Simple and easy - activate a turbo boost and your craft will get a brief blast of speed, allowing you to whip past opponents and drop mines. Ha!

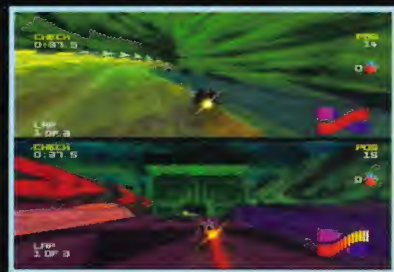


▲ Rockets are unguided weapons, making them useless on curves, but the triple volley can be absolutely devastating if they hit.

about whether *Wipeout* could match Nintendo's game for speed, but once you try racing in the Phantom class you'll start wishing it was a bit slower. Where *F-Zero* was largely about fast reactions, *Wipeout* requires players to learn the tracks (there are seven in all) if they're to stand a chance of winning. If you can't anticipate the corners, you're going to be left for dead. Or even left actually dead.

The multiplayer game is surprisingly fast as well, the speed being only slightly down on the one-player races, although the scenery is a lot less detailed. With four people playing at once things can get slightly jerky, but not unplayably so.

Based on what we've seen so far, *Wipeout 64* looks as though it will prove



▲ Many of the textures in *Wipeout 64* have had a kind of speed blur effect used on them, making everything seem even faster.

a strong rival to *F-Zero X* in the futuristic racing category. Some people may be disappointed by the comparative lack of tracks, but on the other hand there is a lot more detail than on Nintendo's minimalist circuits. *Wipeout* also has excellent music - the pounding techno beats of Fluke and The Propellerheads drive you on much better than *F-Zero*'s squalling guitars!

We'll have the exclusive review of *Wipeout 64* in issue 20, and a massive *Wipeout* competition next issue where you'll have a chance to win the biggest prize - in value and size! - that 64 MAGAZINE has ever given away. If you want the best, you've got to come to the best - that's 64 MAGAZINE!



▲ Scrape a wing against the side of the track and you get a shower of sparks. Hit the side too hard and you come to a dead stop.

◀ The cold wastelands of Klies Bridge aren't devoid of structures, or enormous billboards advertising rubbish, for that matter.

► The Autopilot power-up is a great way of getting around tricky sections. It's a bit of a waste using it on the straight, though!



Smells Like Team Spirit

If you want to take part in antigravity racing, you need to join a team. Each has its own strengths and weaknesses, so which of the four (or more... there's a secret vehicle to find) will you join?

AG SYSTEMS

Origin: Japan
Strength: Thrust
Weakness: Shields
Comment: Quick off the mark, but very fragile

FEISAR

Origin: Europe
Strength: Handling
Weakness: Speed
Comment: Good for beginners, but rather slow

AURICOM

Origin: USA
Strength: Speed
Weakness: None
Comment: A decent all-rounder with no real faults

QIREX

Origin: Russia
Strength: Speed, Shield
Weakness: Handling
Comment: Tough, fast, but steers like a housebrick



Glove At First Sight



Set your balls a-bouncing with Glover, the quirky new adventure from Hasbro!

Any game that stars a glove whose mission is to bounce balls around strange worlds and defeat its left-handed twin has to be worth investigation. 64 MAGAZINE set off to darkest Leamington Spa and the mysterious Interactive Studios to meet with Philip Oliver – the man behind what must be one of the strangest game concepts in a long time – along with the rest of the *Glover* team.

The first question on the agenda was how on Earth did Philip and his team come up with the bizarre concept for *Glover*?

"We were travelling to the ECTS show in 1996," said Philip, "when I said it would be interesting to do the ultimate crazy golf game, not trying to mimic real-world golf games, but if you could think it, then you could do it. It would also be much more immersive, since you could view from within the course, not simply looking down from above.

"Over the next few weeks we put together some proposals. Hitting the

ball and just watching it roll and bounce was okay, but wouldn't it be much better if you could steer the ball, and even pick it up and throw it? Then came our other problem, we needed some personality in the game and a golf putter didn't really have much! Every time we put eyes and arms on it, it just looked like a Pepperami!"

So a group of creative types got together to solve the problem. "We tried a brainstorming session, and after an hour or so, we gave up and went to lunch, taking a tennis ball for inspiration. While waiting for the food we were guiding the ball round the glasses, bouncing it over the cutlery and into the ashtray. And then we attempted the now famous 'whack' move, which resulted in the ball shooting across our table into someone's food.

"After much apologising and washing the gravy from the ball we realised that we virtually had our character right

there. We'd been performing all the various manoeuvres with our hands, and that was the answer. A hand – or better still, a magic glove!"

That established, the interrogation began...

64 So how does Glover differ from other 3-D adventures on the N64?

Philip Oliver: Gameplay! This game is all about combining the physical properties of the ball and the direct control of a little character. In all previous games the player has only ever had to worry about direct control of one character, so we've added a whole new dimension here – and it's fun! It has also given us loads more opportunity for devious puzzles.

64 Are there any features in Glover you'd particularly like to mention?

The Plot

Wizards, eh? Give 'em a pointy hat and they think they're David Copperfield, when in fact they're usually more trouble than they're worth.

The wizard in *Glover* is no exception. After mistakenly combining two dangerous ingredients in his cauldron, this magical fellow has managed to turn himself to stone, scatter the seven crystals that provide the lands of the Crystal Kingdom with energy, and lose both his magical gloves in the process.

One of these gloves, finding itself outside in a rapidly deteriorating kingdom, sets out to return all seven of the crystals, free the wizard and



The Wizard

repair the surrounding lands. Unfortunately, the other glove has been tainted with evil from the wizard's cauldron and is out to hamper the good glove in any way it can!



GLOVER



Publisher:

Hasbro

Developer:

Interactive Studios

Release Date:

October

% COMPLETE

95%



Hub World

The Hub world is where you find the first ball. Here you can practice your ball manoeuvres and access the six different lands as you unlock them.



▲ The Hub world is fairly safe compared to the others, and is a good place to practice the various manoeuvres with your first ball.



▲ On no, fogging! Fortunately though, the fog in *Glover* is usually more of an aesthetic effect than an attempt to conceal missing scenery.



▲ One of the main movement methods – bouncing the ball – takes a while to master. It requires good timing, so bad news if you've no co-ordination!



▲ Many of games use a 'reversed controls' feature for no real reason. In *Glover* though, the reversal is based on real-life physics.



▲ He walks! He talks! (Well, he says "wheel!" occasionally!) The glove is a great character, and is fun to control, even without the ball!

▲ Once you've mastered the technique of bouncing, you'll have an absolute ball (sorry). Harlem Globetrotters eat your heart out!



◀ Here you can see one of the doorways which leads from the Hub world to one of the main game lands.

Atlantis

This world has a watery theme, so don't be surprised if you run into walking sharks and all manner of other strange water-related things.



▲ The fist slam is one way to take care of pesky enemies. It can also destroy certain obstacles.

▶ Collecting these cards gets you points, and what do points make? No, not a disqualification... but prizes! Get enough points and it is extra life time!



▲ The glove will sink to the bottom of any water whereas the ball will float. Now, how are you going to activate that ball switch?



▲ Release the ball and your glove has a whole range of other moves at his disposal. Like a powerful push, for instance.

PO: The physics engine is just incredible. The guy who wrote it is a genius. The ball behaves perfectly in all different forms, such as the bowling ball, power ball, beach ball, rubber ball... At one point it is sucked into a blow-up elephant balloon and Glover can hit the balloon and watch the ball

inside rattle around perfectly! There are obviously many other cool features that go to make the whole thing gel together to make it a truly great game which I'm personally very proud of.

64 How long has the game been in production?

PO: About two years – difficult to make that sound more interesting! Although, I'm pleased to say, that usually after this amount of time people working on the project are sick of it. However, this is a rare exception, the guys all love it!

64 How many people have been involved with *Glover*?

PO: In our office there have been up to about 15 people. But there have been various contractors and a ton of people at Hasbro so all in all the game is probably over 40 man-years' worth of work!

The Lads!

A BRIEF HISTORY OF INTERACTIVE STUDIOS

Interactive Studios is a fairly young company, privately owned by 30-year old games fanatics Philip and Andrew Oliver – aka 'The Oliver Twins' – who are known to long-term game fans everywhere for their extremely successful *Dizzy* series of games. They've been writing games since they were at school and became addicted to the craft after winning ITV's *Saturday Show* computer competition in 1983. They now employ over 40 creative young game enthusiasts – and the company is still growing!



Fear

Prepare to be scared! This spooky level has all the traditional horror elements, including witches, mummies and frogs. It's dark and scary, and you're all alone... apart from your ball.



◀ The Fear level is quite imposing, and has some particularly tricky puzzles. Hidden spikes lie in wait everywhere to pop your unsuspecting ball.



▶ How could anyone possibly be scared of a mummy named Fumble? Especially when he looks so cute!

A Load Of Balls!

By use of some very special magic, the wizard's glove can transform his ball into different forms. Each ball has different properties which must be utilised to successfully negotiate the hazards in each world. Initially, the ball can be transformed into four different states.

STANDARD BALL

Colourful, bouncy and fairly harmless, this ball is manoeuvrable but prone to bursting if it encounters sharp objects.



BOWLING BALL

The large, heavy bowling ball can be used to destroy objects or knock down doors. It doesn't bounce or float very well, though!



MAGNETIC BALL

The smaller, more compact magnetic ball is attracted to certain surfaces, enabling you to reach otherwise inaccessible areas.



CRYSTAL

The object of your search, the crystal, is actually not a good choice for moving around. Bump it too heavily and it will shatter!



64 Is there anything you would have liked to have included in the game but didn't?

PO: Thankfully we have managed to squeeze most things in that we wanted, but that's not to say it was easy, from a cartridge memory point of view and a workload view. But because the whole ball and glove concept is so fresh and can lead to some brilliant puzzles there's loads more that can be done – but I guess they'll have to wait for the sequel!

64 Glover is Interactive Studios' first N64 game. Can you tell us anything about any other titles you might be planning or already have under way?

PO: WarGames, WarGames, and WarGames! Okay it's on the PSX and PC but we've just finished it and whilst it's definitely not Glover it's a great game. As for future titles, we have lots in the pipeline and you'll be reading about one of them here very soon!

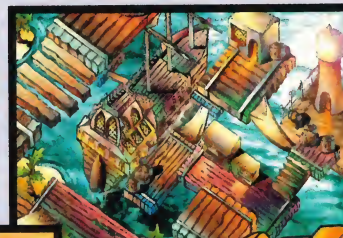
Hand Job

After sorting out the technical aspects of Glover it was time to play the game itself. The idea behind Glover is a simple one. You have to find and guide a small ball through many levels of puzzles, pitfalls and weird and wonderful creatures. Control methods can be divided into two categories; control of the glove, and control of the ball with the glove through a combination of throwing, bouncing, pushing, pulling and whacking. Some puzzles require the ball, some just the glove, and some a combination of both. Along the way you'll encounter all kinds of weird creatures, most of whom will impede your progress but a few who may be encouraged to give you a helping hand (or glove).

As far as game concept goes, Glover looks like a winner. The use of the ball and/or glove allows for many different puzzles and means that trickiness isn't just a matter of putting in more and more awkward 3-D jumps. And as for the music – well, it *has* to be heard! Look out for 64 MAGAZINE's full review, coming very soon.

Pirates

Ahoy me hearties! This world has a nautical theme, and you'll need to do a bit of underwater exploring before you can uncover all its secrets. Watch out for pirates!



▲ I see no ships... oh, no, wait, there it is. As would be expected, the Pirates level contains all sorts of piratical features.



▲ Your glove will often be forced to go deep underwater. To get the ball under the surface, it'll need to be made heavier.



▲ An underwater trigger sets the water spout going on this island, pushing the rock platform up and down – just like a lift!



Prehistoric

Dinosaurs certainly aren't extinct in this world of lava and ice! You'll find all sorts of *Jurassic Park*-style beasts roaming around, including a very small but extremely loud T-Rex.

▼ In a fit of altruism, the evil glove thaws out this large dino – this bodes rather ill for our friend the good glove, though.



▲ Another nifty talent that your glove has is the ability to 'ball walk'. When you do this, the controls are all reversed, as walking forward rolls the ball backwards.



◀ One of the special powers that your glove can get is the ability to walk on the ceiling – just like Lionel Richie!



▲ The thing that looks like a ball with the blue stars around it is actually an extra life. You'll find these at various points in the game.



▲ The trick to this stage appears to be to give the huge dinosaur boss a taste of his own medicine – in this case, fire.



▲ See kids, there's a lesson to be learned here – don't play with fire! Even if you're a huge fire-breathing dinosaur-type chap!



Carnival

It's weirdness² in this colourful world, which is populated by juggling chickens, floating elephants and a host of circus-themed folk, including the huge end-of-level mad clown.



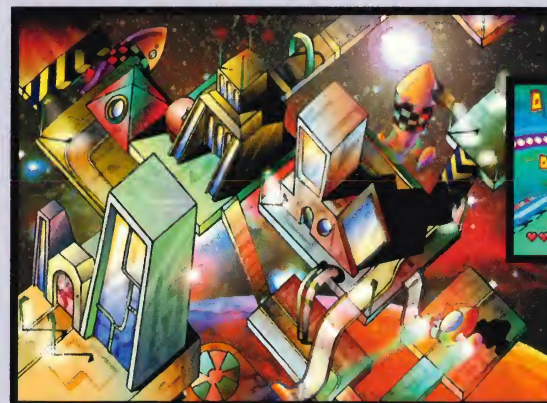
▲ The little round bloke with the glasses was referred to as a 'dibber'. They change depending on the level and are apparently modelled on a bloke called Dave!



▲ Carnival is big, colourful and crazy. You can expect to find a lot of circus-related features and puzzles.

Out Of This World

Space, the final frontier, which is rather appropriate as this is the final land. Flying saucers, futuristic cityscapes and giant robots are just a few of the things you can expect to meet as you explore.



▲ The theme of this level is outer space, so you wouldn't be surprised to find a flying saucer on your travels, would you?



▲ The blue blocks in the centre of the picture are crushers, so things don't look good for the ball, which is heading right for them!



▲ Out Of This World provides possibly the most colourful levels in the whole game, rivalled only by the Carnival ones.

Gex: Enter

*What's small, green and
a master of disguise?
Enter the Gecko, Gex...*

PlayStation owners and anyone unwise enough to have purchased a 3DO will already be familiar with the character of Gex the Gecko. His first lizzardly outing in the software industry was in his own 2-D platformer on both the late unlamented 3DO and also the aforementioned PSX.

Having proved incredibly popular on both formats (widely acclaimed as the best game on the 3DO, but then there were only about 12 games released!) it was inevitable that Gex would return, and return he did on the PlayStation in the sequel, *Gex: Enter The Gecko*.



Memory Options

MEMORY:
None, but a password system is available
CONTROLLER PAK:
Stores game progress



\$64,000 Question

- Fast, colourful 3-D graphics
- Massive array of movie-oriented worlds
- Excellent attention to detail
- Camera angles can sometimes be a pain

Ninfo

PLAYERS:



CART SIZE:

96 M.

RUMBLE:



Publisher GT Interactive

Developer: Crystal Dynamics

Game Type: Platform

Origin: USA

Release: September

Price: £54.99 (TBC)

64

EXCLUSIVE

The Gecko



64
MAGAZINE
STILLER

▲ This is where it all begins. Gex, looking suave in his neatly pressed tuxedo, sets out to find Rez and restore bad TV to the world.



No 2-D nonsense for our little green friend this time, oh no. This time Gex arrived sporting some rather snazzy 3-D, and again met with incredible success. And what's the best format for 3-D games as yet known to man? You guessed it, the N64! (Shut up, you PC deviants!)

So to cut a long story short, *Gex: Enter The Gecko* has finally made his way across to the Nintendo. And just to make all those PlayStation owners jealous, the N64 version has had a brand-new, totally original level added!



▲ To enter each level, Gex only needs to stand on the huge power switch and he will be catapulted into the video screen.

However, enough posturing. The most important question has to be, what's the game like?

Banjo-Schmanjo!

It's inevitable that coming hot on the heels of the latest Rare blockbuster, *Gex: Enter The Gecko* is going to be compared with *Banjo-Kazooie*, so let's get all that business out of the way first.

An extremely innovative and enjoyable game...

► Striking the question diamonds with your tail will grant you a clue. These are quite prolific in the early levels.

▼ Gexzilla eh? Will it be an exciting, brilliantly acted, stimulating thriller, or just repeated shots of a lizard stomping on New York?



Graphically, it has to be said, *Banjo-Kazooie* is far superior, with better textures and animation. However, the characters in *Gex* are just as innovative as Rare's parade of bizzaro nutters and the humour level is aimed at a slightly older age group.

The gameplay is structured differently in both games, and so it's not really fair to make a direct comparison. Suffice it to say that while *Banjo* looks better at first glance, *Gex* is an extremely innovative and enjoyable game which becomes better and better the more you get into it.



▲ Bad guys come in all shapes and sizes in *Gex*, from the very small to the ridiculously big, like this huge dinosaur-type bloke!

Essential Viewing

In *Gex* you are given a choice of three different camera modes. It's essential that you choose the correct one, so as to ensure you make the right choice, here's a quick guide!

AUTOMATIC MODE

In this mode the camera zooms and rotates constantly to give you the best angle on Gex.

Unfortunately the speed of gameplay means that it whips around like a rabid terrier, which can be disconcerting!



MANUAL MODE

The camera remains fixed relative to Gex until you move it in this mode. This can be frustrating as while you're fiddling with the camera buttons you often get killed by something out of view!



SEMI-AUTOMATIC MODE

The camera pans on its own but not excessively, and you can also override it with the camera buttons. This is the only mode worth using. Select it when you turn the game on and never change it!



The first thing which should really be mentioned about *Gex* is the camera implementation. This is extremely important in 3-D games, and can make or break a game depending on how well it is accomplished. The bad news is that the camera in *Gex* almost ruins the



▲ No Kung-Fu world would be complete without huge plate glass windows, which of course you have to smash Jackie Chan-style.



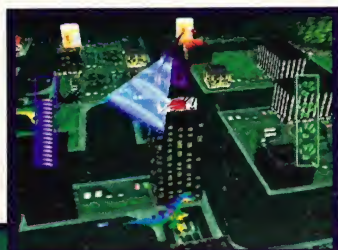
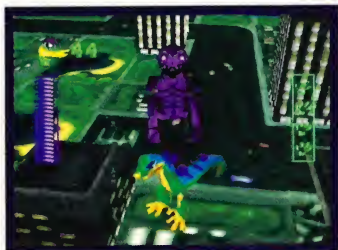
▲ The television sets in Gex often have bugs in them, but in this case that's a good thing. The bug grants you energy or can act as a shield.



▲ My one's smaller than yours! In space, you need to top up your oxygen supply regularly using the convenient storage facilities.

Monster Fun

With the new Hollywood *Godzilla* movie doing the rounds, this level is totally topical, as Gex becomes 'Gexzilla' and gets to trash large areas of cityscape!



▲ Wall crawling is one of the most useful moves Gex possesses, but unfortunately you can only stick to specific surfaces.

The plot behind Gex is a little bizarre...

game. Fortunately, the cunning decision to give a choice of three different camera options – Automatic, Manual and Semi-automatic – saves the day.

Jackanory Time...

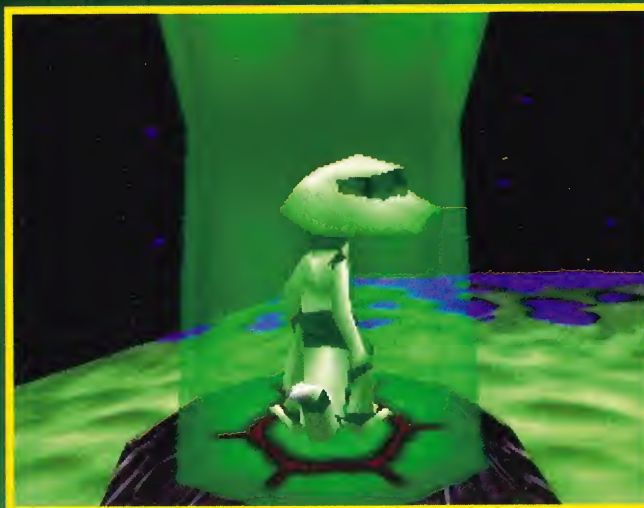
No platform adventure would be complete without a story, and the plot behind *Gex* is a little bizarre.

Apparently a megalomaniac media baron named Rez has hijacked all the television channels and is showing his own brand of warped programming – kind of like the educational programmes on BBC2 after about 2am – which has Gex, as a professional

couch potato, up in arms. Rather than sit on his little green butt and write angry letters to his cable service provider, Gex jumps into the different channels to defeat the evil Rez and restore *Neighbours* and other such quality programmes to his screen once and for all (is this a good thing?)

This plot goes some way towards explaining the television and film-related themes that proliferate throughout the various worlds which Gex needs to explore as he seeks out his nemesis Rez. Each level in the game is accessed via a huge video screen which gives you some clue as to the kind of perils you should expect to find within. Television and film genres on offer include science fiction, horror, martial arts, prehistoric, cartoons and a variety of more specific programmes

▼ The Force is strong with this one! Gex dons stormtrooper gear and sets off to find his final front ear... er, frontier.



▲ The boss in the Mooshoo Pork level must be defeated by electrocution, helped by way of the large switch on the end wall.



Mmm... Tasty!

Even the most resilient of geckos can get hungry sometimes, and that's where the bugs you find within the television sets on each level come in. A quick flick of the tongue and... yum!

and films such as cop shows, *Indiana Jones* and the classic US sitcom that probably no-one over here has heard of, *Gilligan's Island*.

Remote Access

To find his way to Rez, and thus defeat the evil TV bandit, Gex must collect a number of remote controls which are scattered throughout each themed level. To do this he needs to accomplish various missions, some of which can be as simple as finding his way to the end of a stage, while others are a little more tricky as they involve finding and/or destroying a number of specific creatures or items. Still more remotes are hidden at specific places within the levels, or are obtained by collecting the various other items scattered around each level.

To begin with, only a few of the huge video screen doorways to each level are accessible, so remote controls must be collected from these to open routes to further ones. Because you don't need *all* the remotes from the first levels to open the next few, it's possible to leave certain tricky missions for later, thus preventing you getting stuck too early on in the game.



▲ Ice is nice to look at (note the reflection) and quite good fun, as Gex will immediately assume an appropriate pose and sail across it.



▲ On one of the horror levels you'll find this huge painting. It's not that clear from this shot, but the spooky eyes follow you around!



◀ Remember Chuckie, the evil doll from the *Child's Play* films? And surely that's not a knife being wielded in a Nintendo game?

▼ The Nintendo-only *Titanic* level starts you off underwater. Fortunately Gex has packed his wetsuit and scuba gear.



NYPD Gex

'Ello 'ello 'ello, what seems to be the trouble? In the *Dragnet* bonus section, Gex joins the New York police as he sets out to collect 50 rotating badges.





▲ Remember this old adage that will guide you through life safely and successfully: steer clear of cartoon flowers bearing huge mallets!

Within a level, as well as the red remotes and various bonus ones, you'll encounter a lot of different objects. Most of these are specific to the level. For instance, in the cartoon world you'll get cartoon carrots and cans of beans, while in the horror worlds you'll find skulls and tombstones. Collecting certain numbers of these items will grant you an extra life, and collecting all the required number on a specific world (there are three types of item on each) will get you a bonus silver remote, four of which will open a bonus level video screen.

Indiana Gex

Donning fedora and with a tongue instead of a bullwhip, intrepid Gex must find fifty green crystals from a menacing tomb in yet another bonus level.



▲ Okay, you're underwater and you're looking for the Titanic... do you think that this might possibly be a clue?

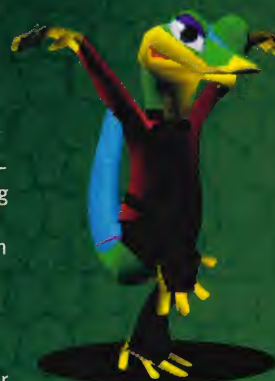
Whilst this method of getting extra lives is useful, particularly at the start, you'll find that after a while, because you need to go through most worlds at least twice and usually three times to complete the various missions, you soon begin to clock up lives at a furious rate. It's not until the later levels that instant death occurs, so this begins to seem a little silly. On the later levels, however, you'll begin to lose lives fairly regularly and be glad you've got them!

Say No To Jumps!

Ordinarily, 3-D adventures involving a lot of jumping can be annoying, as it's often difficult to judge jumps correctly – particularly when the camera is roaming around. Gex has handled this problem fairly well in a number of ways. To begin with on the early levels, 3-D jumps are kept to a minimum, allowing you to get used to the controls and the other aspects of the game. As you progress and more jumping is involved, a number



▲ Wow, it's the staircase from the Titanic! Exactly like the film! Well, not exactly... no Kate Winslet starkers for starters!



◀ Forget ear and nipple piercing. In future the 'in' crowd will all be sporting huge bones through their noses. (Get yours now!)

► The prehistoric level features all manner of strange beasts, like this peculiar walking egg from *Garfield And Friends*.



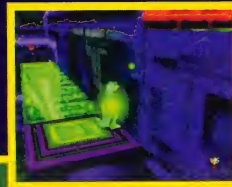
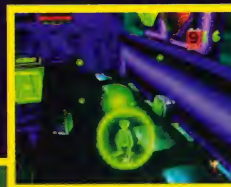
of techniques prevent everything getting too frustrating. These include levels where if you fall off you get whisked back to the start of the jumping area rather than dying, and a rather nifty move whereby if you fall a little short on your jump Gex will whip out his tongue, catch hold of the platform and pull himself up.

A third way that the jumping problem can be overcome is by careful use of the D-pad. Ordinarily, the analogue stick is the weapon of choice, as it moves quickly and smoothly giving you the best control over Gex. However, at certain points in the game, such as where Gex has to climb several rocking girders, using the analogue pad can be tricky as, despite the camera locking itself in place to aid your ascent, it's still far too easy to move the analogue stick

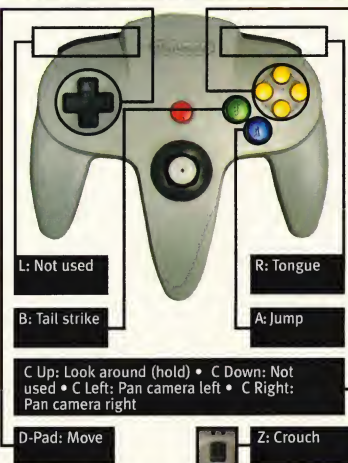
Becomes better and better the longer you play it!

Electrifying Experience

Bet you didn't know that geckos could conduct electricity! In the computer levels, Gex must charge up from the electrodes before he can activate the energy bridges and anti-gravity shafts.



64 Bottom Line Controls



Alternative

Banjo-Kazooie: Rare (£49.99)
Reviewed: Issue 17, 95%
Super Mario 64: Nintendo (£49.99)
Reviewed: Issue 1, 92%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



90

Soundbite

Satirical 3-D fun with a sarcastic cartoon gecko!



▲ It's a checkpoint! Geddit, *check-point*? Blimey, they must've spent absolutely hours thinking up that gag!

just slightly up or down when you want to move it sideways and send Gex plummeting back to the bottom. However, switch to the D-pad, where left and right are unencumbered by any analogue tomfoolery, and you'll be at the top before you know it! In this way, Gex is unique in that the choice of which control device is best actually changes as the game progresses.

The Verdict...

What you are getting with *Gex: Enter The Gecko* is a fast-paced, humorous 3-D adventure game which is fairly easy to get into, and becomes better and better the longer you play it. The variety of different worlds (or 'channels' if you prefer), particularly the bonus ones like the Indiana Jones level and the Gexzilla section, provide plenty of satirical laughs



Tongue-tastic Mate!

While most of us use our tongues for eating and [censored - Ed], Gex has developed another use for that most fascinating of appendages. Fall just short of a platform when you're jumping, and Gex will flick out his licker and pull himself up!



► Pushing the bookcase on this level will grant you access to the switch which activates the haunted elevator... ooh!



◀ The Elmer Fudd-alikes on the cartoon levels fire ridiculously huge bullets which home in on Gex but can be redirected.

▼ You'll find this cannon on one of the Kung-Fu levels. There's another at the end of the level to deal with the dragon.



and the appropriate theme music in each section really builds the atmosphere.

Although most of the puzzles are fairly simple, the gameplay is fiendishly addictive and you'll find yourself constantly coming back for more. This addictiveness is complemented by the freedom to do many of the levels in any order you like, thus preventing you from becoming bored having to repeat any particular task too often.

Though it can't be said that *Gex* is better than *Banjo*, it certainly turns out to be a fine game in its own right and *Banjo* owners may get a pleasant surprise if they buy this game, too. After the first half-hour or so of play, you won't be sorry!

2nd opinion

After *Banjo-Kazooie*, *Gex* can't help but seem old hat. All the TV and film references are a laugh, but *Gex* lacks the smoothness and polish that Rare's standard-raising game has led us all to expect from now on. A good effort, but not brilliant by any means. **ANDY McDERMOTT**

Rating



Ninfo

PLAYERS:



CART SIZE:

128
M.

RUMBLE:



Publisher	Ocean
Developer	Infogrames
Game Type	Adventure
Origin	USA/France
Release	Out now (import)
Price	£59.99

Memory Options

MEMORY:
Saves levels completed
CONTROLLER PAK:
N/A

Admission: Impossible

Mission: Impossible has 20 levels in all. Some are okay, some are anything but. See which is which according to the exclusive 64 MAGAZINE Fuse Of Truth!

MISSION 01
Lundkwist Base

The start of the game, and it's not too promising, especially the ruse Ethan uses to confuse a guard – it wouldn't have passed muster in *The Man From U.N.C.L.E.* The guards must also be blind if they can't see Ethan in the back of a truck!

1 | 2 | 3 | 4 | 5

MISSION 02
Subpen

Time for some explosive sabotage. The CIA are apparently so tight that they don't even supply Ethan with explosives – he has to nick them from the locals! Just walk from dot to dot on your radar – very uninvolved stuff.

1 | 2 | 3 | 4 | 5

MISSION 03
Embassy Function

Originally meant to be a showcase for AI and character interaction, now a matter of walking back and forth talking to people until they give you the items you need. Killing an assassin in the toilets is a good laugh, though.

1 | 2 | 3 | 4 | 5

MISSION 04
Warehouse

The cellar beneath the embassy is full of radioactive gas and pits full of toxic waste. Best place for Ferrero Rocher, really. The unresponsive controls and bad camera angles mean Ethan often ends up taking a swim in glowing sewage.

1 | 2 | 3 | 4 | 5

MISSION 05
KGB HQ

Leaving aside the fact that the KGB doesn't exist any more, this is a fairly involving level, where you have to switch identities and mess about with video cameras in order to rescue one of your fellow agents. Not bad.

1 | 2 | 3 | 4 | 5

Mission:

Three years in the making - and this is the best they could do?

Don't believe the hype. *Mission: Impossible* is not the revolutionary showcase for artificial intelligence that its original programmers intended, nor the combination of action and espionage that the revised brief promised. Despite that, there's still hope that it might provide some entertainment. Isn't there?

Mission: Impossible follows, vaguely, the plot of the 1995 film of the same name. Impossible Mission Force agent Ethan Hunt (a bit of rhyming slang for you there) is set up by a mole in his own organisation, and has to prove his innocence and unmask the traitor through all manner of daring feats that involve rubber masks and crawling through conveniently oversized ventilation ducts.

The action moves from a submarine base in the former Soviet Union, to the fictional country of Sloborskaia, then in, under and over the headquarters of the CIA, before a final confrontation with the

mole on a TGV racing out of Waterloo station. (There's also a last mission back at the submarine base, but by then the real story's over, so who cares?)

Considering that the game has been in development for the best part of three years, you'd have every right to expect something genuinely spectacular. Unfortunately, you'd be disappointed.



▲ Hanging by a thread in the CIA vault, Ethan only has a short time to hack the computer before the operator returns.

Bring Out The Gimp!

One stage in the mission to recover the NOC list requires Ethan to don a chemical warfare suit, since the cellar beneath the embassy is full of toxic gas (what the hell kind of embassy is that?) Once he's found the suit, the rest of the level is becomes a perv's dream – a rubber suit, a gasmask and heavy breathing sounds!



Impossible



▲ The only way to impersonate the ambassador is to drug his drink. Even if you think of other methods, you can't use them.



▲ *M:I* compensates for its frequently contrived puzzles by offering completely blatant hints on how to do them!



▲ The CIA helipad is protected by lasers, which Ethan can only see while wearing special contact lenses.



\$64,000 Question

- ⊕ Good renditions of *M:I* music
- ⊕ Sniper level is okay
- ⊕ Widescreen mode!
- ⊖ Clumsy controls
- ⊖ Appalling visuals
- ⊖ Dumb puzzles
- ⊖ Generally tedious
- ⊖ Halfwitted character interaction
- ⊖ Massive fogging

39

Don't Choose To Accept It

Looking at *Mission: Impossible*, you could be forgiven for thinking that it was a first-generation N64 game. The dreaded N64 blur, which has recently been less and less in evidence as programmers get to grips with the machine, is back with a vengeance. Walking around the levels is like entering a world made of Fuzzy Felt –

there isn't a clearly-defined surface to be found. Textures are repetitive and dull, and there's more fog on the outdoor levels than on the Tyne.

All this would be tolerable if the gameplay behind it was up to scratch.

Don't believe the hype!

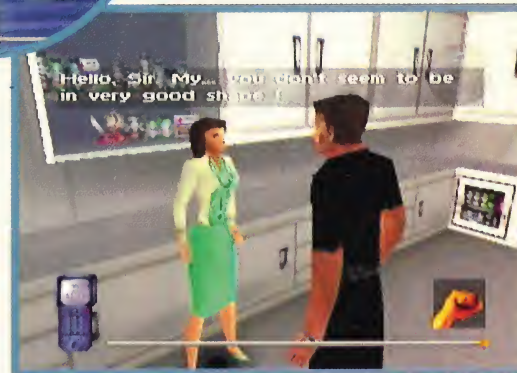
But it isn't. The control method is a major problem right from the start. Although it's similar to *Goldeneye*, the generally low frame rate makes it a lot more clumsy, and it's also very limiting. You can only sidestep when you're aiming a weapon, for example, which means a lot of infuriating stumbling back and forth in order to enter narrow



▲ Ethan needs to disguise himself as a fireman to escape the smoke-filled embassy undetected.



▲ Ethan has to plant smoke bombs in the vents, but if the guards see him do it he'll be arrested.



▲ "But I work out every day, you cow – oh, you mean the drugs and the staggering and the hey-hey-hey."

MISSION 06 Security Hallway



It's stupid illogical puzzle time! The corridor has electric floors, but only certain tiles are dangerous. Well, that's a really sensible security system. Ethan's terrible jump controls end up trying him even when you know which tiles are safe!

1 | 2 | 3 | 4 | 5

MISSION 07 Sewage Control



One of those places that only exist in videogames – floating platforms, blocks that rise up and down from the floor, extending bridges, the usual. It turns into a race against the clock to access a computer, a moderately thrilling sequence.

1 | 2 | 3 | 4 | 5

MISSION 08 Escape



Back into the security hallway – hey, wouldn't it have been more secure if those ceiling-mounted drone guns ripped off from *Goldeneye* had been working before? There is some almost – almost – exciting action, fortunately.

1 | 2 | 3 | 4 | 5

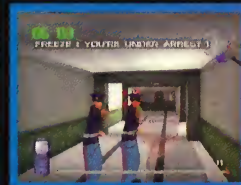
MISSION 09 Fire Alarm



After bagging the MacGuffin that is the NOC list, Ethan has to escape – he does this by disguising himself as a fireman. Another level with lots of trudging around, and guards that sometimes arrest you even if you've done everything right!

1 | 2 | 3 | 4 | 5

MISSION 10 Interrogation Room



Ethan's been arrested by the CIA, and must escape. A long and rather dull level that shows the CIA to be even more incompetent than they really are. "Someone's sprayed paint on the security camera. Better not investigate, then."

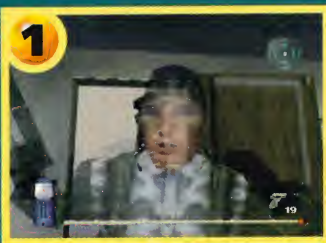
1 | 2 | 3 | 4 | 5

Faker Maker

It wouldn't be *Mission: Impossible* without instant rubber masks, would it? The facemaker gadget only features in a few levels, which is a pity, since being able to slap on the fizzog of a guard or the CIA chief at will would make Ethan's life a lot easier.

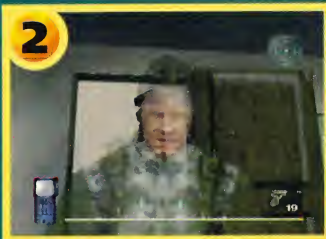
It's a pretty handy bit of kit, no doubt about it. Not only does the facemaker presumably alter Ethan's height, build and voice to match the subject, it also magically morphs his clothes as well!

1



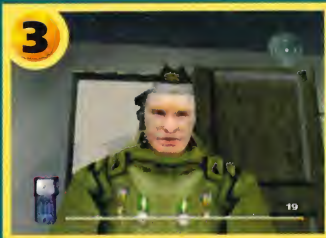
Look at me, I've gone all transparent!

2



It's like an effect on *Doctor Who* in 1977.

3



And Tom becomes a man with a 'tache.



▲ Tom Cruise insisted that the hero of the game not look like him, Ocean obviously laughed in his face.



▲ This is Jim Phelps, head of the IMF, duplicitous traitor and man with arms like bananas. Nice haircut, mate!



▲ Remember this bit from the film? There, it was tense. Here, it is just annoying!

▼ On the roof of the TGV, Ethan shoots down a helicopter in a blaze of... pink puffs of smoke.



spaces, and to stop you from doing anything that might affect the linear storyline, you can only perform certain actions at specific points. If you want to climb onto something that isn't vital to the story, you can't.

When you *can* perform an action, a flashing light on your on-screen communicator lets you know, but even this isn't as easy as it sounds. Ethan has to be positioned in exactly the right place to perform an action, and considering how awkward and inaccurate the controls are, this can get rather frustrating.

As mu



▲ Supreme cheapness! Can't be bothered to create a texture for both sides of your JetRanger helicopter? Just flip one!

MISSION 11 CIA Rooftop



Incredibly, astoundingly frustrating and repetitive, and lacking in logic to boot. Jog around, pick off the guards, jog some more, climb about, sabotage the helicopter landing pad – oh no, mistimed it! Start all over again.

1 2 3 4 5

MISSION 12 Terminal Room



It's different, and it's incredibly annoying. Ethan's descent into the CIA computer room was one of the best bits of the film, but here he ends up swinging wildly like a conker on E as he tries to hit a couple of buttons.

1 2 3 4 5

MISSION 13 Rooftop Escape



A turgid re-run of the CIA Rooftop mission, only this time in reverse. Jump down the building, shoot the guards, get to the helicopter, jump onto the landing skids when you could just climb through the door instead. Yawn.

1 2 3 4 5

MISSION 14 Station



It's different and – gasp! – it's actually fun! Two IMF snipers are positioned in the roof of Waterloo station, and it's their job to protect Ethan from the numerous enemy agents as he tries to reach his train. Best bit of the game.

1 2 3 4 5

MISSION 15 Train



This is *Goldeneye's* train mission meets *Virtua Cop*, and it's not as good as either. Another "why the hell did that happen?" trial-and-error mission, as you try to stop a bomb blowing up the train in the world's tackiest cutscene.

1 2 3 4 5



▲ The KGB chief's office has a sliding bookshelf that leads to a secret room – if you can find the switches.



▲ Inside is Channel 4's control room. "Now you will pay with your lives for censoring *Babylon 5*!"



▲ As in *Goldeneye*, putting a bullet in someone's head is the fastest way to kill them.

▼ The lady in red is Scofield, an assassin – if Ethan doesn't take her down, she'll kill him!

Mission: Illogical

The missions are, like *Goldeneye*, based around completing a series of objectives. Simple enough. However, in order to complete these objectives, you have to perform all manner of tasks, many of which are so illogical they'd make Mr Spock's head explode. In the embassy, for example, at one point you have to give a musical score to a piano player, for reasons too ludicrous to go into. The score is on a chair, and a man is sitting on it. Before the man sat down, it wasn't there. After he sits down, but before you talk to the piano player, it's not there either. So the man took the

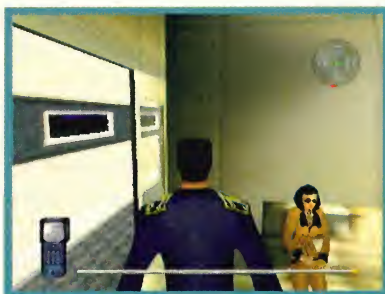
score from the piano, put it in his pocket, sat down, decided he was uncomfortable, took the score out and planted it under his backside? The hell?

This lack of thought is apparent throughout the game. The CIA Rooftop mission features a wire fence that forces Ethan to take a ridiculously long and dangerous route around the building – why couldn't he just climb it? Isn't he supposed to be some kind of top secret agent? – and an electric floor. An electric floor, for God's sake! Why the hell would there be an electric floor on the roof of the CIA building? Why? Why? Why?

Because of the lack of logic, most levels end up as an infuriating trial-and-error trudge. You get so far, something you had no forewarning of happens, and the mission fails. You try again, this time knowing about one problem, and something else happens that blows the mission. It's as much fun as being stuck in a hot lift with a group of BO sufferers.

The worst example of this occurs when Ethan escapes from CIA

ch fun as being stuck in a lift with BO sufferers!



▲ The villainous Max! The train carriage is full of her goons – the only way past is to adopt a cunning disguise.



▲ At the start of each mission, you are given a list of tasks to accomplish – some obvious, some not.



MISSION 16 Train Roof



On celluloid – Industrial Light and Magic at their slickest. On silicon – lumbering 3-D remake of *Stop The Express*, but not as good. The bit where you finally blow away the villain's helicopter is an absolute joke. Call that a climax?

1 | 2 | 3 | 4 | 5

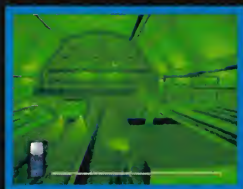
MISSION 17 Subpen



Oh joy, back to the earliest levels, only with a bit more shooting and some extra buildings. An invisible wall stops you reaching the exit unless you do it the way the plot dictates. And the programmers *still* can't do decent explosions.

1 | 2 | 3 | 4 | 5

MISSION 18 Tunnel



A very dull level that's basically a remake of *Frogger*, with Victorian London fog levels. Ethan hops from truck to truck, plants explosives on support structures and gets away in the nick of time. You close your eyes and slowly fall asleep.

1 | 2 | 3 | 4 | 5

MISSION 19 Mainland



There's an arms deal going down, so of course Ethan has to disguise himself as an... accountant. There's another tacky exploding helicopter, an all-too-brief bit of sniping and lots of running around empty open areas. Whatever.

1 | 2 | 3 | 4 | 5

MISSION 20 Gunboat



An all-action finale! That is, if 'all action' includes holding down the trigger and moving the analogue stick left and right as you slowly move down a river in a patrol boat. Still, at least you finally get to go completely ape.

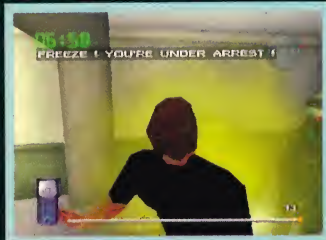
1 | 2 | 3 | 4 | 5



▲ The very last mission is a simple point-and-shoot trip downriver in a gunboat. Budda-budda and, indeed, budda.

Assault With A Deadly Pepper

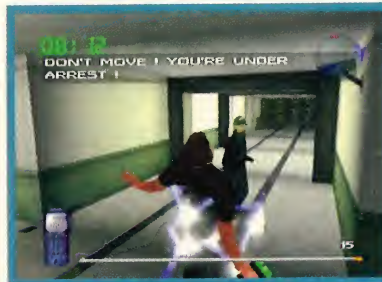
When Ethan tries to escape from CIA interrogation, he often runs into guards armed with non-lethal weapons. The 'stunner' (why not 'taser'? That's what they're called) just knocks Ethan down for a few seconds, but some guards have something nastier – pepper spray! One squirt of this yellow miasma, and Ethan starts blundering around like Oliver Reed after a night on the town. For ages.



▶ This is one of the few parts of the game where going postal is actually rewarded!



▼ The IMF job didn't work out, but Ethan was able to get gainful employment as an electrician.



▲ The guards in the CIA building are armed with tasers, against which Ethan's Super Soaker has no defence.



▲ To escape the sub pen in the final set of missions, Ethan has to jump onto the top of a moving truck.

interrogation. The puzzles here are so wilfully obscure, the game over screen so frequent, that you'll probably end up wanting to insert the cartridge into the programmers. Widthways.

Things aren't helped by the arbitrary way the game ends. On some levels, Ethan can have a gun thrust in his face but he'll carry on fighting, even if he's just taken a bullet in the eye. On other

levels, though, all the opposition have to do is wave a weapon in Ethan's general direction and he'll fling up his arms in surrender faster than an Iraqi faced by a division of Challenger tanks. Now hold on a minute – if you're playing the part of a top spy, then it damn well should be up to *you* when you surrender!

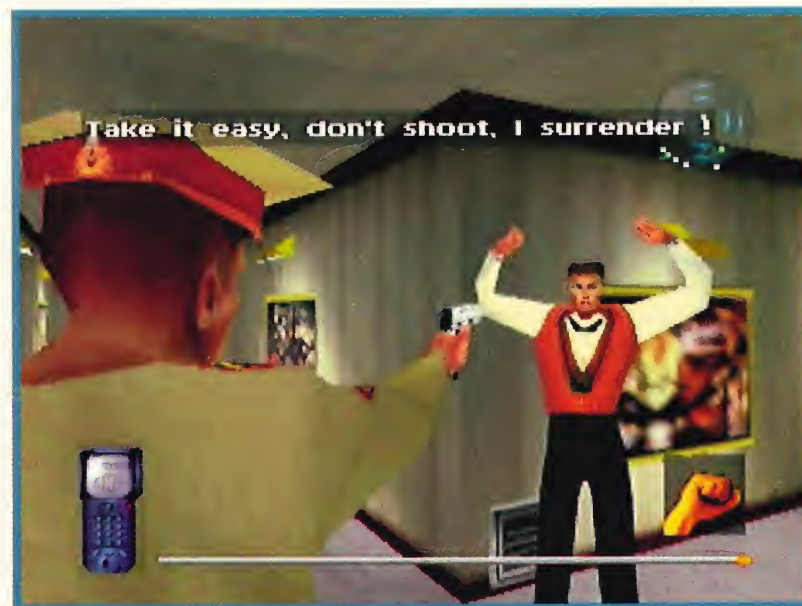
Tom Snooze

The constraints of the mission prevent you from just going mental and mowing down the enemy in a giggling orgy of destruction, as you can in *Goldeneye* if you need to relieve some stress. As a result, most of the levels have minimal replay value – once completed, you're glad to see the back of them. Only a couple of missions – most notably the business with the snipers at Waterloo station – are interesting enough to bring players back for more, and even they're fairly weak compared to what other N64 games have to offer.



▲ "Virgin Trains regret to report lengthy delays to all services from Waterloo due to snipers on the line."

Mission: Impossible is a step back to the



▲ You complete yellow-belly! Stand and fight, you cardigan-wearing ponce! Call yourself a spy?

Compare And Contrast

Apart from the obvious fact that they both featured secret agents involved in highly improbable escapades, the films of *Goldeneye* and *Mission: Impossible* didn't have that much in common. The games of the films, however, have rather more similarities...

	MISSION: IMPOSSIBLE	GOLDENEYE
Cool theme music	✓	✓
Sniper rifle	✓	✓
Exploding helicopters	✓	✓
Drone guns	✓	✓
Sabotaging video cameras	✓	✓
A beautiful female assassin	✓	✓
Action in the toilets	✓	✓
Shootout in a train	✓	✓
Bits that weren't in the film	✓	✓
Iffy level with a heavily-armed vehicle	✓	✓
Ends with the hero snogging a babe	✓	✓
Four-player deathmatch	X	✓

Supplied by:
Department 1

Contact info:
(0171) 916 8440

▼ Exposition from the Marvel Comics 'say what you're gonna do then do it' school of writing.

Brian De Palma's movie may have possessed plot holes you could drive a TGV through, but it was done with enough zip and visual flair to let audiences overlook its dodgy script. *Mission: Impossible*, the game, doesn't have zip or visual flair, so its numerous shortcomings aren't even disguised from the player. Ocean were doubtless hoping for comparisons with *Goldeneye* and *Tomb Raider*, but the game *Mission:*

2nd opinion

What a disappointment! *Mission: Impossible* is essentially just a risible collection of sub-games which get progressively laughable. Graphically inept and frustrating to play, this lacks flair in almost every department. It's a real stinker!

DAMIAN BUTT

Rating



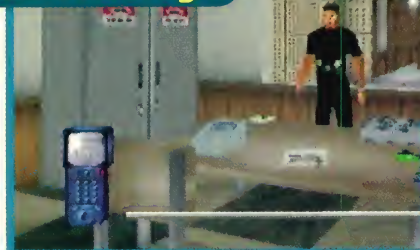
Impossible most closely resembles is *Shadows Of The Empire* – a motley assortment of subgames, none of which are especially good.

The original game design's AI might have been too complex to work on a console (nobody's even managed it yet on a PC with eight times as much memory to play with), but at least the programmers were ambitious enough to want to do something nobody had seen before. The revised, dumbed-down *Mission: Impossible* shows what happens when a project is dumped midway through and restarted almost from scratch to get something, *anything*, coded so the company can see a quick return on its considerable investment. *Goldeneye* showed that film licences can work superbly, but *Mission: Impossible* is a step back to the bad old days when the name was more important than the game – a practice that Ocean was supposed to have left well behind.

Escape from interrogation : DONE

Let's see... my field scanner, communicator, a fingerprint scanner and high power dart gun. Yeah, I'd better take them all.

bad old days



▲ Disguised as a KGB officer, Ethan discovers his drugged-up accomplice Candice languishing in a giant fishtank.

Please go back upstairs, Your Excellency, this place is dangerous !



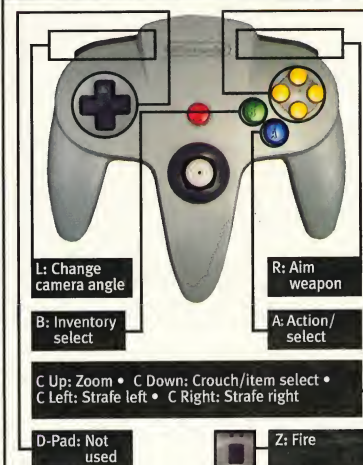
▲ Who needs an N64 conversion of *Super Punch-Out!* when you've got this hot pugilistic action?

MISSION: IMPOSSIBLE

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternative

Goldeneye: Nintendo (£49.99)

Reviewed: Issue 5, 95%

Shadows Of The Empire: Nintendo (£59.99)

Reviewed: Issue 1, 58%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

%

48

Soundbite

After all the time, money and hype, *Mission: Impossible* isn't a mega-game but a mega-bomb!

43



64 Magazine Issue 78 1998



▲ Gazza has broken through the Jamaican's defence... He dribbles past the last defender... He winds up for the shot... And it looks like a certain GOOAAALL!

Ninfo

PLAYERS:



CART SIZE:

64 M.

RUMBLE:

Yes

Publisher	Konami
Developer	Konami
Game Type	Football
Origin	UK
Release	4 September '98
Price	£39.99!

\$64,000 Question

- Better graphics
- New animation's
- New moves and tricks
- Improved player AI
- Artificial lighting effects
- It's football
- 80 custom player face/hair styles
- No official license

➤ The japs may be a small in height, but they certainly do pack a hard punch, as the Italian keeper has found out only too well.

With all the World Cup hype dying down, and the start of the new season kicking off, what better way to prime yourself for your team's next televised game than with a long stint on *ISS '98*?

There seem to have been a few versions kicking about the office in recent months – *ISS 64* (no longer up to scratch); *World Soccer 3* (long since retired); and the import *ISS 2, Jikkyou World Soccer: World Cup France '98* (recalled from loan) – but no footie game has managed to rekindle the interest of the console area... until now.



▲ Beckham lines up the kick, his sights firmly set on stroking the ball over the wall and under the crossbar to give England the lead.



ISS

With the *ISS 64* phenomena behind us, it's onto pastures new with the sequel to Konami's hit football game!



Jumpers For Goal Posts?

On the surface it seems that little has changed, apart from enhanced graphics. Sure, you'd expect the menus to look different and the music to be jazzed up, but the pre-match presentation is its same reliable simple self, with a little more colour thrown in for good measure.

Let's face it, you could have the best presentation in town, with an official licence to-boot (ring a bell, EA?) but it will eventually suffer at a later date, either with gameplay, graphics or Hod knows what else. So it's no surprise that fans of the *ISS* series won't give a flying Klinnsman about the eye-opening cut-scenes and actual player names that come as standard with the EA Sports titles.

Foregoing the debate about presentations, there are many inviting options available to choose from the main menu; a nice quick 'Open Game'; 'Penalty Kick' practice (you listening, Batty?) and the marvellous idea of match 'Scenarios', where you replay a

segment of a historic game and are given the task of pulling a win out of the bag with the odds stacked heavily against you.

But with the constant reminder of England's misfortune it was straight into the International Cup to set things straight. You start off with the Regional Qualifiers – if you're England you are pitted against other European teams; if you're Nigeria you will be placed with other African teams, and so on. With the



▲ As the Norwegian defence are in a state of panic, the Chilean forward rises to meet the cross, but the ball ricochets off the crossbar.

A true champion of football sims!

Memory Options

MEMORY:
None

CONTROLLER PAK:
Save player edits,
World Cup standings
and options



▲ You have the choice from nine venues in which to play your match, as well as the time of day and weather conditions.

'98



▲ The cheating Argentinean once again crumples into a heap from the very faintest of touches from the petulant youngster Beckham!



▲ In one of the most enthralling matches this side of France '98, the Spanish substitute expresses his enthusiasm by breaking wind.

three lions selected it was game on. Unfortunately the lengthy five minute Cup and League matches are pre-set, as with the original, and cannot be changed to the more favoured shorter three minutes. It seemed somewhat harsh to give the Swiss an 8-0 drubbing, rather than a 4-0 whipping, even if they were shoddy! After many a cursed word and sweaty palms, it was onto the final against the Brazilians.

More Magic Than Eillen Drewery!

With the much favoured Brazil maestros stepping out onto the turf, it was soon skills, flicks, lobs and shots aplenty coming from all directions – when they were not bickering amongst themselves, that is! The fast-flowing gameplay is slick, with more new moves and animations than you can shake a stick

► The 'Scenario' selection allows you to relive those memorable matches, by giving you the responsibility of digging out a result.

▼ The Dutch forward finds a gap in the Welsh defence. Perhaps those dozen sheep were worth the extra cost after all!

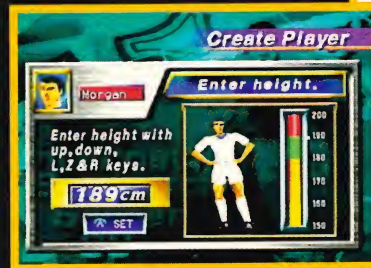


Players Are Us

One of the novelty aspects to ISS '98 is the ability to create your own young crop of talented players. Here we see the breeding ground of youth that is the England camp, working on the country's next Michael Owen.



Pick out the face and hair style that you want for your wonderboy.



Next you need to decide on his height, particularly for a star forward.



If he's going to score goals, what golden boot should he do it with?



Finally, you need to decide on the skills this striker should possess.



at – or in this case, a Lucozade bottle. If you've ever played the original ISS, you'll remember the long, agonising delays over bookings and replays. This time, they have been removed to save hair loss and valuable time.



▲ With the hearts of the English nation riding on this game, Gazza still has time to execute the heel lift for the accompanying fans.

The general gameplay may seem very similar to its predecessor, but seasoned veterans will soon uncover all the intricacies that make this a true champion of football sims. For instance, there is a larger variety of scoring goals, so it is now possible to power home high speed Bergkamp screamers from 30 yards, as well as delicate Beckham lobs over the keeper, all with the improved aftertouch. With two new automatic replay views, you can see the magic all over again before it spins off to the side of the screen, just like on Sky Sports.

The spectacular has also undergone the developer's knife with overhead kicks, scissor kicks, headers and volleys all much easier to pull off than before.



▲ Oh dear... It looks like the end of Klinsman's Semi-Final match against England. He's taken a blow to the head in that clash with Ince.



▲ All the goal keepers have had their AI enhanced to perform a much wider and varied style of saves in ISS '98.

Although the overwhelming number of player actions (both defensive and offensive) may seem daunting to say the least, you soon find yourself running down the wing, performing daring heel flicks, feints, step-overs and one-two passes, before making an inch perfect cross for your rising forward to nut the ball in the back of the net – phew, what a mouthful. Which is something you'll give the ref on many occasion!

The player AI has also been given the once-over with more intelligent runs, movement off the ball and split-second reactions. A good example of this are rebounds off the keeper, where both the home and away players respond realistically to the situation, depending on their abilities and ratings.

► With only one third of the first half remaining, Beckham breaks the deadlock after Shearer's shot rebounded off the keeper's legs.



▲ The Liberian goes to ground under the Spanish challenge.



▲ The Spanish player gives the referee no option but to book him.



▲ Can Weah put his team level with only seconds left on the clock?

Konami have finally have achieved the perfect fo



▲ In the 'Members' option you can pick your starting line-up, assign your free kick, corner and penalty takers, and even the captain.



▲ In the dying seconds of injury time, the German striker pulls back the trigger in the hope of sending his team into the semis.

Grazed Knees

In addition to the new moves and improved AI, as well as more stadiums and camera angles, extra touches have been included to make the game more enjoyable. Players no longer calmly stand around while getting booked for senseless tackles ("But ref, he bloody dived!") Instead, they now adopt a more hostile approach, requiring the sharp intervention of a team mate to prevent further prosecution from the ref. But the law doesn't stop there – if you're competing in a tournament or league, the accused will suffer a suspension, depending on the card shown!

If medical attention is needed for an injured player, the ground's medical staff rush on with the magic sponge, and if a stretcher is needed that too, will

be provided – although you will never see the injury in full gore effect, just the sissy rolling about like a wounded wildebeest. And if said wounded (or other players) should need to be substituted, then the fourth official will hold up an LED light board to indicate the player(s) swapped.

Set pieces have also been tweaked. Instead of the usual single power bar on the ground, you now have to deal with an additional one used for choosing the ball's height. Before you had the opportunity to score every time from a free kick, but now it's much harder to judge the height and power of your strike. This thankfully prevents countless free kicks from being scored within a single game – in addition to the resulting effing and blinding.

It's A Celebration!

As if the indescribable feeling of scoring a goal isn't enough, you also get the extra enjoyment of watching your player rejoicing in a varied number of celebrations.

1

Nigerian Dancing. The Nigerian performs his trademark African dance from the World Cup.



2

Pat On The Head. The English lads are happy enough just patting their star striker's head.



3

Moving Side-To-Side. The Silver Feather menace hops sideways taking in the crowd's applause.



4

Arms Up In Air. The Chilean midfielder stands firmly rooted to the touchline.





◀ You join us here for the grudge match between England and Scotland. The weather is a cool 19.1°C, with a humidity of 57%.

▶ This is what the nation of lions wanted – England vs Brazil in the World Cup Final. As usual, the referee is the one that we wait for.



otball game!

You've also got the option to change the kick taker (as in all set pieces) which is easy to find by looking at the set piece button explanations – very handy indeed, particularly for all you ISS virgins out there! Another wonderful aspect to these revamped free kicks is the option to play a quick pass to your team mate to catch out the opposition.

The quality of the commentary is also a major improvement over the madly enthusiastic commentators that battered

our ears in ISS64, as it's from none other than *Match Of The Day's* calm, cool and collected Tony Gubba.

They Think It's All Over...

There is one final ingredient to the game, which comes in the form of the create-a-player mode. This gives you the chance to create players of your choice from 80 face/hair styles, as well as creating their heights, statistics and yes, even their dominant kicking foot. They're then ready to be introduced into the high profile life of international football, so at last you yourself can finally play for your country!

In all, there are more changes (all for the better we might add) in ISS '98 than Manchester United strip changes in a season – well, almost!

There really is no downside to this game, and at the fantastic price of 40 quid, minus a penny, there is no excuse for saving your money. Konami have finally have achieved the perfect football game, and the more players that get involved, the better it becomes. We now look forward to the much anticipated re-emergence of the grudge matches that occur around feeding time!

▶ The strength behind championship contenders comes down to the tactics, formations and roles of the individual players.



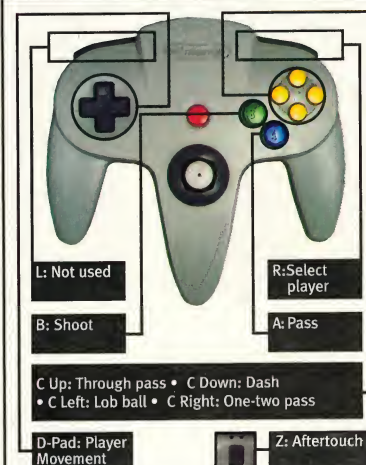
▶ With the keeper rushing out to meet the Italian, old Silver Feather Ravanelli lines up the shot. Surely he cannot miss from here?



▼ Pagluca spots the trouble and dives out to catch the ball. The Japanese forwards are on standby should the Italian fumble the ball.



64 Bottom Line Controls



Alternative

World Cup '98: EA Sports (£54.99)
Reviewed: Issue 14, 93%
ISS 64: Konami (£34.99)
Reviewed: 3, 93%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

95%

Soundbite

The greatest football game in the world – ever!

2nd opinion

For my money, the original ISS 64 had remained unsurpassed since it arrived two years ago, and it's only fitting that Konami themselves should trounce their own legendary game. This is faster, smoother, packed with loads more details and features, and plays even better. It's the best football video game ever, so buy it now! **MARK WYNNE**

Rating



Ninfo

PLAYERS:



CART SIZE:

128
M.

RUMBLE:



Publisher: Video System
Developer: Paradigm
Game Type: Racer
Origin: USA
Release: Out now (import)
Price: £54.99



▲ The nose camera lets you appreciate the amount of detail that's been put into all the cars – but if you're this close, you should be braking!



▲ The start of the race – when up to 22 cars can be visible at once – is the only time the game is really prone to any slowdown.



F-1 World G

The wait for a great N64 racing game is finally over!

It's about time. After being subjected to far more than their fair share of mediocre racers that offer all the thrills of a ride in a baby buggy (step forth MRC! Automobili Lamborghini! Cruis'n USA! Off-Road

Challenge! GT 64!) N64 owners can finally take to the road without shame.

The game that at last allows N64 owners to cast dismissive waves at PlayStation racers is *F-1 World Grand Prix*, a 'realism is all' racing sim based on the 1997 Grand Prix season. *F-1 World Grand Prix* comes from publishers Video System and developers Paradigm, who between them inflicted the appalling *Aero Fighters Assault* upon the world, but don't let that put you off. This is Paradigm in simulation mode (which is after all their stock in trade) the Paradigm that created *Pilotwings* for Nintendo. They might not be able to create arcade games worth a damn, but



► During a race, the three lower C buttons give you a look at the view behind. Just don't forget to steer while you're doing it!



▲ Even on Rookie level, you need to set the car up correctly for each track. The best bet for beginners is to use the 'track set' option.

By far the best racer



▲ Johnny Herbert is experiencing slight technical difficulties in this shot. Can you guess why? Correct – he's got oil on his visor.



▲ Wander onto the grass or a gravel trap and your tyres pick up debris, which gradually drops off as you get back on the road.

\$64,000 Question

- + Fantastic visuals
- + Realistic sound
- + Authentic circuits
- + Real cars and drivers
- + Events from actual races
- + Excellent wheel support
- + Option overload
- Tough to get into
- Occasional slowdown



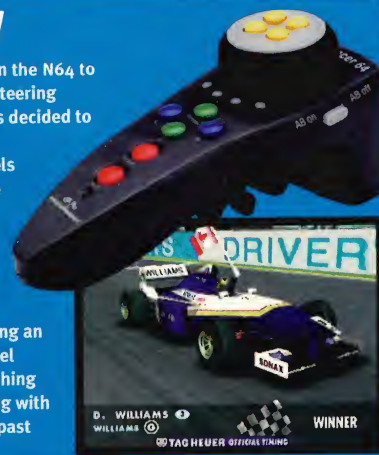
▲ The rain effects in *F-1* are possibly the best ever seen in a game. If random weather is chosen, conditions can change from lap to lap.

The Wheel Deal

F-1 World Grand Prix is one of the few racing games on the N64 to offer a control mode specially designed for use with steering wheels. Having a few knocking about the place, it was decided to test them out.

We made a staggering discovery. Most of the wheels added a bit of fun to the proceedings, but didn't make much difference to the gameplay. All that changed when Interact's *Ultra Racer 64* (reviewed in issue 11) was brought into play. The odd Dustbuster-shaped device got a good review back then, but when connected to *F-1 WGP*...

Put it this way – if you buy *F-1*, then it's worth buying an *Ultra Racer* just to use with it! The small, precise wheel gives absolutely perfect control over the car; no thrashing around, no pedals sliding across the floor, no fumbling with the analogue stick. Just the sight of your car nipping past the competition and taking the chequered flag!



rand Prix

send them away with a brief to simulate something and make it look fantastic, and their boffiny little heads will be positively throbbing with overworked neurons.

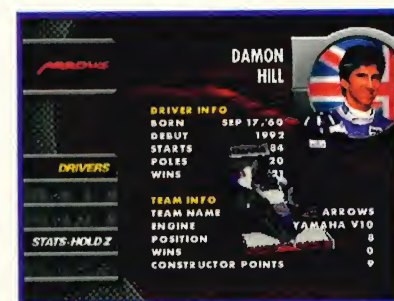
Steer Heart Attack

Make no mistake, this is a genuine simulation – if the most believable racing game you've played to date is *Cruis'n USA*, you should stay well away. *F-1* is the kind of game that requires several days of play before it becomes second nature, almost the antithesis of Nintendo's usual 'pick up and play' policy. (Despite this,

Nintendo itself will release *F-1* in the UK – the game is due out here on 18 September.) The first time you play, even on the basic Rookie mode with all the in-game help turned on, you'll be lucky to get around the course.

As there is not any concession to casual gamers with the inclusion of an Arcade mode, it will take quite a while before players can consider themselves even vaguely proficient with the controls. *F-1* uses an unusual steering method – as well as left and right as you'd expect, up and down on the analogue are also used. The further down you move the stick, the sharper

► This being the 1997 season, reigning world champion Damon Hill is driving – ulp! – an Arrows. We'll see you when you get in, Damon.



the turn. Until you get used to the idea that the stick can *never* be left in the neutral position, you'll have a very hard time getting around corners.

Practice pays off. *F-1* is by far the best racer on the N64, easily outdoing *Top Gear Rally*, the next best game. Although it's a very different kind of game to *F-Zero X*, it's equally good at involving you in the action – not least because you know who the drivers are and you can shout anti-German abuse at Michael Schumacher as he powers past you yet again.

"Someone's hit the barrier – it's – it is! It's Katayama!"
"You're not wrong, Murray." Hit anything and pieces fall off your car, just like real life!

on the N64!



▲ Hidden in the game is a Hawaiian track, which winds over a suspension bridge, past palm trees and even through a volcano!



▲ Jean Alesi's misfortune at least shows off just how detailed the cars are. You can even see a big wheel in the background!

► Good old Nintendo – no booze or snouts adverts! Benson and Hedges becomes Bitten and Hisses – B&H, Jordan, snake logos – very clever!



▲ The two-player game only has two cars on the track, but can still be a lot of fun. The screen can be split either vertically, as here...



...or horizontally, depending which you prefer. Even though there's a lot of scenery being pushed around, the game remains quite fast.

Williams, It Was Really Nothing

Visually, *F-1* is rarely short of stunning. If you watch Formula 1 of a Sunday, the courses are all instantly recognisable – it almost looks as though somebody was despatched with a camera around the world to take snaps of real trackside features to use as textures. Before each race, a flyby of the course fades in through orange filters like the opening shot of a Jerry Bruckheimer production.

You half expect Kenny Loggins or somebody to strike up some synth-backed AOR guitar chords.

The cars themselves are loaded with detail, right down to suspension struts, bits of ironmongery in the engine bay and the driver's head bobbing about in the cockpit. There are several viewpoints to choose from – the easiest to use is the 'behind the car' option, but the cockpit view is very impressive, one of the best in any videogame. All that's

F-1 World Grand Prix is an absolutely

Schummy Does Monaco

In a 64 MAGAZINE exclusive, we've got top driver Michael Schumacher to talk you around Monaco, the most famous Grand Prix circuit of all.

At least, he *said* he was Michael Schumacher. It could just be somebody doing a funny voice, of course.



1. START LINE

"Ach! I am down in ze rankings. But zis is only ze demonstration, ozervise I be in pole und kick ze arse, ya?"



2. SAINTE DEVOTE

"Ze first corner, und a svine it is. Too fast, und I vill be in ze run-off area. At ze start zis is very crowded, so be careful, ya?"



3. CASINO

"Ze ozer drivers spend zeir money in der casino, but not I, nein. I haf to replace mein robot parts, ya? Ha! Joke!"



4. LOEWS

"Zis corner is most tricky – it doubles back und must be taken at der very low speed. Hit ze barriers und you are out, ya?"

5. DU PORTIER

"Zis turn before ze tunnel ist eine ozer slow vun, but mit der magnificent view of der Mediterranean, ya?"



6. TUNNEL

"Schnell! Ze tunnel ist der only high-speed part of ze circuit. Good for ze overtaking, but narrow – vatch ze sides, ya?"

7. CHICANE

"Achtung! Ze chicane ist eine pain. Ach, zat rhymes! Ze speed und gears must be right down to get through, ya?"

8. LA RASCASSE

"Zis series of tight turns ist eine nightmare, ya? Only ze best can go through mach schnell. Zat means me, ya?"

9. START/FINISH STRAIGHT

"Zis is mein favourite part of ze track – for here is where I always vin! Ha! For you, Damon, ze race is over! Ya?"





▲ In the Time Trial mode, you get to race against a ghost car that replicates your fastest lap. You can't save ghost data, unfortunately.

missing are the dead flies squished onto the driver's helmet!

Lighting effects are used to increase realism. There's the obligatory lens flare, but this time it's very subtle, which somehow makes it more effective. Drive toward the sun, and everything ahead becomes a silhouette as colours are



▲ The yellow flag means that there's trouble ahead and you shouldn't overtake. If you do, you'll be given a warning flag and a slapped wrist.

washed out by the glare. Although there's some minor depth fogging, it's barely noticeable, and on some tracks it's almost totally absent. While it's a very different use of the N64's graphical power to *Banjo-Kazooie*, it's just as impressive.

Murray Mint

Audio effects are just as cool. The engine roar is just like you'd hear while watching a real Grand Prix and to avoid monotony, samples from actual races are mixed into the background to give the effect of cars passing on other parts of the course.

essential buy!



▲ It's everybody's favourite weird-chinned Damon Hill-ramming cheat! Or, in our German edition, "completely ace national hero."



▲ Most games would be content to leave these Buenos Aires tower blocks as part of a flat background. In *F-1*, they grow as you approach!



▲ The top-secret gold car, which has a nice reflective metallic sheen, is accessible by a cheat – revealed in Cheat Central!



▲ The trackside cameras capture all the action as it happens. Switch on the 1997 events, and drivers go off when they actually did.

It's The Pits

Pitstops are a vital part of formula 1 strategies – leaving a stop one lap too late or losing a second during a wheel change can mean the difference between victory and defeat. In *F-1 World Grand Prix*, most of the process is automatic, the car being guided to a stop once it enters the pit lane. The strategy is up to you, however – do you switch tyre compounds? Do you fill the fuel tanks to cut out a later stop, or put in less gas to increase your speed? The choice is yours – and a mistake will cost you!



Before you stop, quickly decide what you want the mechanics to do.



The Intel technicians leap into action and pop you up on the jacks.



While the wheels come off, a subtle reminder is shoved in your face.



Let's go! New tyres even have stickers on them, which soon fall off!

Challenge Television

One excellent option in *F-1 World Grand Prix* is Challenge mode. In this, you are dropped into a tricky situation that actually happened during the 1997 season – the challenge is to see if you can deal with it as well as the real driver.

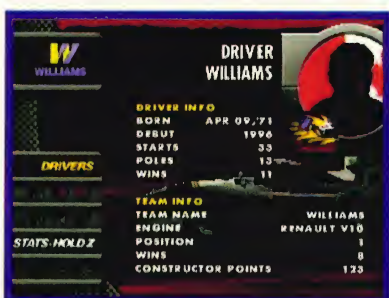
An example is from the Belgian Grand Prix, where heavy rain had soaked the track before the start. Although it looked as though the rain would soon stop, most drivers used wet-weather tyres. Not Michael Schumacher, though – he opted for tyres that would give him an advantage when the track dried out, as long as he could stay on the road without skidding!

In real life, Schumacher's gamble worked – when the track dried and other drivers were forced to pit and change tyres, Schumacher stayed on and took the lead. Can you do as well as the Teutonic titan?



▲ Jean Alesi's Benetton attempts to scoot past a pair of Williams at Japan's Suzuka circuit. Getting a good start can be tricky.

F-1 also crams in a lot of speech. Although it's not as though you've got Murray Walker gabbling on hysterically and Martin Brundle quietly correcting him, the voice of the Scottish bloke in the pits is surprisingly informative. Every time the lead changes, someone retires or a driver ahead of you ducks into the pits, you get a report on events. If someone's about to overtake, you get a frantic message that so-and-so "is right behind you!" The last game that used speech this well was *Lylat Wars*, and in *F-1* it's actually informative.



▲ Who dis? It's Jacques Villeneuve, who insists that use of his name be negotiated separately. This, of course, means nobody ever bothers!

◀ Another view of the relaxing Hawaiian secret track. Ah, who cares about racing? Just sit back with a cocktail in a pineapple!



▲ Panis skips into the dirt part-way through the Spanish Grand Prix. I've got a real craving for a can of... Formula right now.

▼ Detached bits of car end up skittering along the track, like Trulli's front nearside wheel seen in this picture.

As far as presentation goes, *F-1* can barely be faulted. The official Formula 1 licence makes everything as authentic-looking as possible, and, Jacques Villeneuve aside, all the 1997 drivers are in the game, driving as they actually do. Schumacher, of course, rarely makes a mistake, while mobile chicane Ukyo Katayama is most often found chugging away near the back of the pack.

One very smart feature is '97 Events', which if selected takes drivers off the track at the same point as their real-life counterparts did in the actual race. You know that Berger's going to spin off on lap 28? Stick with him and he'll drop out right when he should.

Just Buy It, Okay?

F-1 is a game that should make certain publishers deeply ashamed of the cack they've been foisting upon us. If Paradigm can squeeze in 17 real-world tracks with extreme accuracy, no pop-up, minimal fogging, high speed,

▼ Boof! Hit a tyre wall and you get a veritable shower of used Michelines. Wheels that come off cars actually bounce along the track!



What, No Texaco Adverts?

If motor racing is more of a spectator sport for you, worry not – *F-1 World Grand Prix* lets you sit back and watch from your armchair. Select the Television Cameraman when choosing a driver, and you get to see the entire race played out – overtaking battles, pitstops and all – from the TV

cameras around the circuits. You can choose which driver you want to follow around the race, and even select a cockpit camera at the push of a button. This is what digital TV should be like when it arrives, so get a head start on the gadgetry!



dead flies on the driver's helmet?



▲ The Spanish bank sponsoring this part of the track couldn't afford their full-size star-shaped logo, so they just built the bottom of it.

realistic cars, proper driver behaviour and speech by the gallon, why are we still putting up with garbage like *GT 64*?

F-1's faults are few, but they are there. A couple of tracks have a noticeably slower frame rate in certain areas (being real courses, Paradigm couldn't just alter them to take out the complex bits), and why isn't there a rundown of the drivers' and constructors' championships after each race? For that matter, where's the spraying Möt after a podium finish? In fact, where's the podium?



▲ Bloody horrible weather for anybody – and when you're doing 150mph in a Grand Prix car, it's really bad news!

Supplied by:
Department 1

Contact info:
(0171) 916 8440

▼ Another grab of the secret track! Exciting stuff, eh?



2nd opinion

Finally a decent 'terrestrial' racing game for the N64! *F-1* is easily the best Formula 1 game currently available for any console and gives most of the top-end PC titles a run for their money! If you're a Formula 1 fan, then you can't afford to miss out on this game. Everything about it just cries 'buy me!' So get out there now and do it! **ROY KIMBER**

Rating



This is just nitpicking, though. If you're prepared to invest the time needed to learn how to handle the cars, *F-1 World Grand Prix* is an absolutely essential buy for anyone who's ever fancied themselves as a budding world champion. You don't need a PlayStation to play a great racing game any more.

64 Bottom Line Controls



Alternative

F1 Pole Position: Ubi Soft (£59.99)

Reviewed: Issue 6, 63%

Top Gear Rally: THE Games (£54.99)

Reviewed: Issue 7, 85%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

94%

Soundbite

Drizzling cruises need not apply, but this is the best racer on the N64 by a mile!

Buck Bumble

**He's small, he's mean
and he's got a target
painted on his butt.
Buck Bumble is here
to save the world!**



64
MAGAZINE
SIZZLER



ERS:

CART SIZE:

96
M.

RUMBLE:

Publisher	Ubisoft
Developer	Argonaut
Game Type	Shoot-'em-up
Origin	UK
Release	October '98
Price	£49.99

Buck Bumble has been a long time in production. What started life as a project at Argonaut Software to test the capabilities of the N64 has now evolved into a massive 3-D shoot-'em-up.

The premise behind the game is that the next great threat to the Earth will come not from space, but from somewhere far closer to home, quite literally from our own back gardens. A strange new mutant form of insect-life – created by a toxic spill from a long-



▲ The first enemy insects you encounter are unarmed, pretty thick and generally harmless. These are only the first, though!



▲ When you turn on the game, you'll be treated to a brief cinema-style intro outlining the plot behind the game before the action begins.

\$64,000 Question

- ✦ Excellent 3-D enemies
- ✦ Exciting gameplay
- ✦ Complex, intelligent missions
- ✦ Host of destructive weapons
- ✦ Quite bad fogging on some levels

The fogging is the only thing which can



▲ You begin the game in the good insects' home base. At times you'll need to return here, such as when the place is under attack.



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores up to eight saved games

ble

abandoned chemical plant – is out to take over the planet, destroying anything that stands in its way.

While we humans are as yet unaware of the threat looming right under our very noses – or in this case, feet – the insect population is only *too* aware, and they've set out to put things right. Defying all evolutionary predictions, the insects have developed their own technology and created a super-enhanced cyborg bee codenamed 'Buck' to go up against the forces of what has come to be known as the Evil Herd.

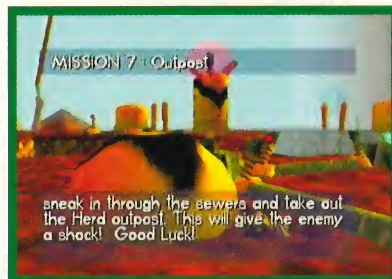
Which is where you come in, assuming control of the aforementioned feisty rotund cyborg. Before you can say "Bumble... Buck Bumble" you find yourself thrust into a warzone populated by all manner of weird and wonderful entities – all of whom want to kill you!

Deja Vu All Over Again?

The visual similarities between *Buck Bumble* and a certain fox-related game in the stars are immediately obvious. However, gameplay-wise the two titles are worlds apart.

To start with, the character of Buck is free roaming. He can fly in any direction he likes, and so the game is a lot less linear than the main *Starfox* mode. The game designers have made the most of this freedom to set up complex puzzles which Buck must solve to progress through the game.

Each level in *Buck* is mission-based, with a briefing at the start of each to outline the objectives and point out important features. Occasionally during



the course of a mission, the briefing may be altered by your commanders back at HQ in reaction to developing events, at which time Buck just has to wing it!

Initially missions have fairly simple objectives such as 'fly to here and shoot this'. All too soon, however, they become more complicated as the playing areas get bigger and the enemies and enemy installations get more prolific and much meaner. You'll find yourself being ordered to assassinate a specific class of insect, only to then be ordered home because your base is under attack. Or you'll be

▲ Teleports are a common method of transportation from one area to another. This one's operating already, but some need to be activated.

◀ Each mission briefing gives you the objectives accompanied by a visual of any important features of the level.

Freaky Football

As well as a standard *Starfox*-type two-player Battle mode, *Buck Bumble* also contains a rather surreal Football two-player mode, in which both players battle to hit, shoot or otherwise propel a huge floating ball into each other's goals.



▲ One of the trickiest of the early missions is where you must transport a nuke to an enemy stronghold. The bomb doesn't react well to explosions.



▲ This strange device is a flak gun. It fires indiscriminately into the air, forcing you to keep low down or risk serious damage.

really be faulted...



sent to plant a nuclear device in heavily defended enemy territory, a task made more difficult by the problem that your bomb explodes if hit by a stray shot or bumped against anything. One mission involves tracking down and capturing baby members of the Evil Herd for research, and the little critters are so cute you almost feel bad for zapping them!

One Bad Mutha...

Initial previews of *Buck* promised a fast-paced, challenging shoot-'em-up that would really force players to think, and that's exactly what's been delivered. The intelligence of the enemy insects increases as you progress through the game, enhancing the overall trickiness of the missions.

▲ This huge gunship insect carries two massive twin laser cannons. It's not a good idea to mess with it at this range!



▲ These huge caterpillar-like things hide in patches of water and rear up as you come past. They are only vulnerable to head shots.

Fun-By-Wire

One of the most fun to use weapons is the fly-by-wire missile launcher. When the projectile is launched, the camera follows behind it and the player can guide it to the target, allowing destruction of particularly tricky targets, even round corners!



This laser turret is a bit of a pain...



So Buck hides around the corner...



Launches the missile...



A few course corrections and...



Voila! No more turret!



▲ Sometimes the lock will be a long way from the gate, so to let you know when it's open a teletype-style message will appear.



▲ The dragonfly-class of insect is a bit slower-moving than the wasp, but makes up for it with much heavier firepower.

Some of the weapons have to be seen to



▲ The two-player mode is where you get to see what Buck looks like from the front – he's one mean-looking bee!

The actual mission structure in *Buck* is well developed, with a fairly steep learning curve. This should please those people who are sick of buying an N64 game and finishing it by the end of the day. That shouldn't be the case here, though the fact that you can save the game at the end of every level does make things a bit easier.

Buck is rather strange in this respect, as initially you get three lives, and yet when you die, the mission resets and you must do the whole level from the

start. This means that there is no advantage to, say, being on level four with one life against being on level four with seven lives. If you die, either way you must restart the level from scratch, so having lives just doesn't help. If extra lives could let you carry on a partially finished mission from where you died, then that would've made more sense.

A Problem Of Clarity...

While we're on niggles, it'd be best to get the most important one out of the way – the fogging. If you've played *Turok* then you should know what to expect. Everything a certain distance from Buck is obscured by blue fog. This is particularly bad on levels that are very open, which fortunately isn't most of them. Levels that are more enclosed (like the sewers for example) hardly suffer at all. The fogging is a shame, because visually it can make it difficult at times to work out where everything is – annoying when you're trying to find something in the middle of a battle!

That said though, the fogging is the only thing which can really be faulted in *Buck*. The character control is excellent, with Buck flying, twisting and looping expertly in response to each touch on the analogue stick. The most useful move Buck has is the hover, which allows you to halt in mid-air and is essential if you're trying to hammer small or fast-moving targets as it makes it far easier to orient your sights.

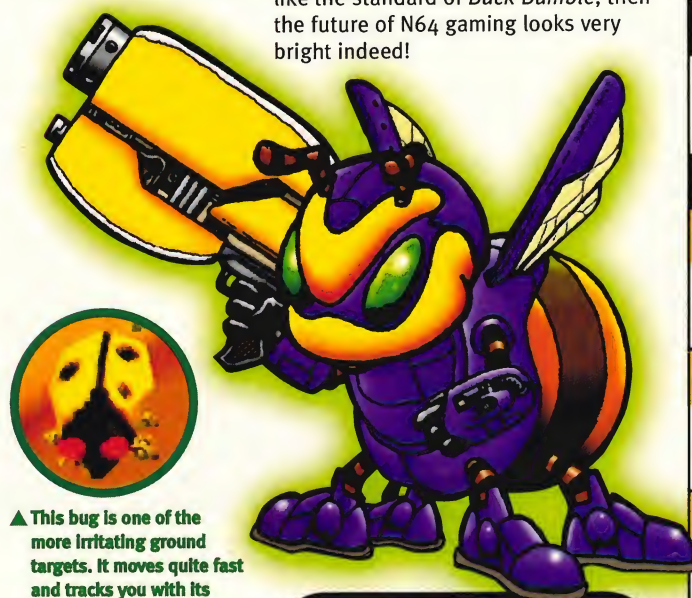
The enemies in *Buck Bumble* are very varied, with good AI and some nasty weaponry, particularly on the later



▲ This hefty weapon fires an energy charge which takes out most targets instantly. Targets like this wasp generator are a bit tougher.



▲ This huge bug has a tracking gun turret and an armoured butt! The smaller creatures are ants – fast, mean and deadly in groups.



▲ This bug is one of the more irritating ground targets. It moves quite fast and tracks you with its powerful tank-like gun.



▲ Enemy defences don't stop with the insects. There are also ground and air-based mines which explode if you get too close.

be believed!

levels. Fortunately Buck himself packs some pretty awesome hardware – collected during each mission – and some of the weapons have to be seen to be believed!

The mission structures have obviously been well planned and a lot of time has been spent on the plots for each level, making you feel that you really are a grunt in an insect army striving to save the world from the forces of evil.

Buzz Ball Action!

The lack of a four-player Battle mode is a little disappointing, and the basic two-player mode is uninspiring, simply because the bees move so fast that it's difficult to really slug it out with each other. However, the excellent alternative Battle mode, Buzz Ball, more than makes up for this, and should keep footie fans and non-footie fans alike going for quite a while. Did the inspiration for *Buck* perhaps have anything to do with the fact that the game was being finished off during the World Cup?

One final thing to mention is the music. Rather than the usual cutesy *Mario*-esque tunes, *Buck* sports a funky, speed garage soundtrack which seems strange at first but soon grows on you.

So, once again the N64 comes up with a winner! Yet another top N64 game must be a bit of a shock to all long-term owners out there, but if future N64 games are near anything like the standard of *Buck Bumble*, then the future of N64 gaming looks very bright indeed!

2nd opinion

Buck Bumble is quite clever and offers a fair bit of entertainment, but somehow never gets the pulse racing. It's like All-range mode in *Lylat Wars*, but without the urgency. The horrendous fogging doesn't help matters either. Shame.

ANDY McDERMOTT

Rating

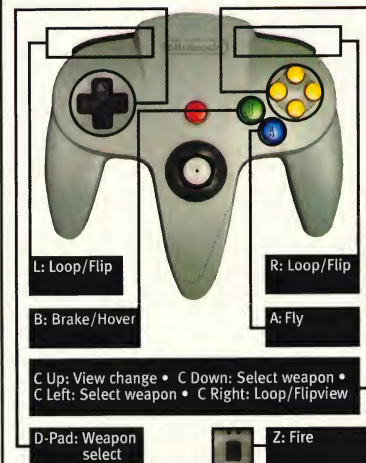


BUCK BUMBLE

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternative

Lylat Wars: Nintendo (£59.99)

Reviewed: Issue 5, 88%

Chopper Attack: GT Interactive (£59.99)

Reviewed: Issue 18, 79%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



90

Soundbite

An exciting, intelligent shoot-'em-up that proves insects can 'bee' fun!

Ninfo

PLAYERS:



CART SIZE:

96
M.

RUMBLE:



Publisher: Nintendo

Developer: Midway/Eurocom

Game Type: Racer

Origin: UK

Release: Out now

Price: £49.99

Cruis'n Wo

Cruis'n USA was one of the worst games on the N64. Now it's got a sequel. Oh joy!

If you've ever been jealous of Jeremy Clarkson's globetrotting exploits, now you too can travel the world and drive fast cars. And you don't even have to wear jeans six sizes too small. You do, unfortunately, still have to listen to bad rock music, but you can't have everything.

Cruis'n World is the sequel to *Cruis'n USA*, which should make people fearful right from the off. Remember *Cruis'n USA*? The driving game that bore as much resemblance to real-life racing as



▲ In an absolute con, the New York track only takes you into Manhattan in the closing seconds of the race!



▲ The scenic fade-in is just ever so slightly obvious. Here, a mountain warps in from hyperspace as you approach.

urine does to champagne? The bad news is that *Cruis'n World* not only follows in the family tradition, but is, if anything, even worse than its predecessor!

Okay, maybe that's not possible. But *Cruis'n World* is as bad as its predecessor, and since the original game is getting on for two years old, that's even less good than it sounds.

Suck'n World

At first glance, things don't look too terrible. The visuals and colours are, even in the PAL game, sharp and intense, with a decent amount of detail. They move at quite a reasonable clip too. Once things start moving, though, it instantly becomes clear that a few sacrifices have been made in order to keep the speed up. Trees, buildings, entire canyons beam into view before your very eyes about three car lengths ahead of your motor.

Unlike the first game, *Cruis'n World* has a four-player mode, which manages to just about maintain full speed at the cost of even more scenery. Merely having a four-player game isn't enough, though – it needs to be exciting as well, and *Cruis'n World* doesn't deliver. Once the race is under way, jostling for position has all the thrills of trying to get into the fastest queue at McDonalds.



\$64,000 Question

⊕ Not a lot

⊖ A lot



▲ Double-tap A and you pull a wheelie. Not sure what Mao would think about the Great Wall becoming a racetrack, mind.



▲ The three-wheeled Sardine Extreme gets off to a rocking start in Moscow. That girl must be cold!

England, My England

One of *Cruis'n World*'s tracks is England. That's right, you can see the whole country in under two minutes! Here's how...



After starting from Tower Bridge, you then cross a second Tower Bridge and descend into one of the London Underground's many road tunnels. Emerging by the distinctive green awnings of Harrods, you race across London Bridge, pass three more Harrods franchises, race across London Bridge, flash by two more outlets of Harrods, race across London Bridge and onto a country lane. After blasting across the Yorkshire moors and down the winding roads of Cornwall, it's just a quick trip under the fleet of UFOs to the eight Stonehenges in Wiltshire. Sample a nation in one minute and 32 seconds!



Memory Options

MEMORY:

Four save slots

CONTROLLER PAK:

N/A



▲ The cars in *Cruis'n World* are mutated versions of real ones, like this not-quite-Ferrari with the tasteful yellow paint-job.

rld



▲ The four-player game in 'action'. There aren't even different colours of the same car! Rectal probing by aliens is more fun than this.

The single-player game isn't going to make your ventricles burst with excitement either. In the arcade-style 'Cruise The World' mode you have unlimited mini-turbos, fired by a double tap of the A button, which give you a tiny increase in speed at the cost of accurate steering. Fire a couple at the start to get ahead of the pack, and from then on it's just a matter of obstructing anyone who tries to overtake.

The new game has the same faults as the old – crashes are infuriating pre-

Tunning Stunts

You can turn a potential crash or a jump in the road into a bonus by firing your turbo and blasting over the top of an obstacle like Lee Majors in *The Fall Guy*. Move the stick while you're in mid-air to perform a stunt and earn extra time, and bonus points that can be used to upgrade your car.



Cruis'n World stinks like a dead dog!

▼ Posers can flip their car up on two wheels, although doing this won't help you win the race!

determined animations that often have no connection to the event that caused them, getting down a track is (like *Off Road Challenge* last issue) just a matter of jamming the stick left or right on the turns, and the music is still terrible.

Cruis'n World stinks like a dead dog on a dungheap. The scary thing is that Nintendo, noted worldwide for the high quality of its games, allowed its name to be attached to it. Are they mad? On the other hand, *Cruis'n USA* was a million-seller in the States despite being lamer than a duck with no legs. As PT Barnum once said, "There's a sucker born every minute," and every one of them will probably rush out and buy this game. Don't follow their example.

2nd opinion

The cars on the selection screen look really nice... and that's about the best thing I can say about this game! It might not be the worst racing game ever, but it's definitely a top contender. This game would make a great present – for someone you really don't like! **ROY KIMBER**

Rating



▲ The final course is Florida, which ends at Cape Canaveral. Win and you get to take a space shuttle trip...



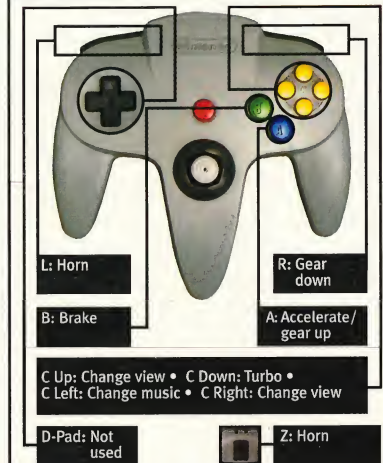
▲ ...to *Cruis'n World's* secret track, which sees the cars bouncing around on the Moon!

CRUIS'N WORLD

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternative

Top Gear Rally: THE Games (£54.99)
Reviewed: Issue 7, 85%
Diddy Kong Racing Nintendo (£49.99)
Reviewed: Issue 7, 86%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



24

Soundbite

The only world you'll be visiting here is a world of pain!



▲ In pure digital bliss, you can watch your player character swing it and (in theory) knock out a hole in one. But it never happens...

Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

Publisher	Nintendo
Developer:	T&E Soft
Game Type:	Golf sim
Origin:	USA
Release:	Out Now
Price:	£54.99



▲ A shining example of the flat trees and crowd. The nearest tree has undergone the Waialae blur-o-vision process.



▲ Funnily enough, the main menu screen is probably the most attractive part of the game (which is a bad sign).

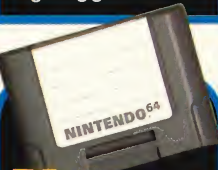


▲ You can personalise your player character through the set up menu... it's a shame that you can't choose a 'decent game' setting.



\$64,000 Question

- ⊕ So bad, it's funny (briefly)
- ⊖ Appalling graphics
- ⊖ Annoying music and commentary
- ⊖ Impossibly difficult control system
- ⊖ CPU opponents are golfing gods



Memory Options

MEMORY:
Save tournaments,
scores, etc
CONTROLLER PAK:
N/A

Waialae

I say, chaps! Let's go for a quick round of golf on Waialaia... Wallawalla... oh, to hell with it!

Another issue, another golf game! *Waialae Country Club* uses the same game engine as last issue's *Augusta Masters '98* (25%). The latter, as the mark might suggest, was less than favourably received, the reviewer stating that "you'd be better off spending your cash on a set of second-hand clubs." Personally, if you want a decent computer golf sim, you could do worse than buying a second-hand Mega Drive and a copy of *PGA Tour Golf* – it'd be cheaper than *Waialae*.

So what makes *Waialae* so bad? The players and their caddies are digitised characters, perhaps intended to add a touch of realism to the proceedings. Generally nice idea, but it falls flat on its face when you look at the other in-game graphics.

Using the control stick to survey the surroundings before taking a shot opens up a visual can of worms. The flat 2-D crowd models and trees give an

illusion of detail from a distance, but viewed up close it is a different story. From literally one frame of movement to the next, the trees or crowds can disappear or pop from relative detail to an ugly blurred mess like corn on a nuclear furnace.

Apparently the game cartridge is 128Mb (incidentally the same size as Nintendo classic *Banjo-Kazooie*), so what exactly have the developers squeezed into this monster cart? Well, it can't be the aforementioned blur-o-vision graphics... could it be the vast array of courses? Um, no, sorry. There are only a measly 18 holes in total, an oh-so-realistic representation of the actual *Waialae* course. Granted, you should have thrown the cart out of the window in a rage by the time you reach the second hole, but even so...

Why Lie? It's Awful!

Waialae's interface follows pretty much the standard computer golf format; press a button to set a coloured bar travelling up a power gauge, press it before it hits the top, press again before it hits the bottom. You have to choose the right club for the occasion,

HOLE	PAR	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Carroll	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Washington	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Roberts	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Edwards	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Williams	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Kennedy	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Brennan	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Scott	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Robinson	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Gray	122	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

▲ The leaderboard keeps you informed after every hole who is performing the best. No sign of my name, quelle surprise.

It's a miracle the ball ev



▲ Close, but no cigar – it's more-or-less a miracle that the ball gets in the air, being this close to the hole is a rarity in itself!

▲ As well as the visual displays, *Waialae* also has the added 'bonus' of audio commentary, so you can hear just how bad you are.

Country Club



▲ Take a brief tour over the holes with the godawful Eighties keyboard riff as musical accompaniment. It's music from Hell itself!

as well as taking the wind conditions into consideration. However, the game engine is so unforgiving that it is more often than not a miracle that the ball actually gets in the air. In spite of having a clear path free of wind resistance, and hitting the power gauge in all the right places, the ball still usually rockets off at a tangent and into a tree.

Perhaps one of the most important stages in a game's life is its testing period. This usually takes place as soon as there is playable code available, with software developers employing people to play their games to discover any faults and problems before the game goes on sale. It looks like *Waialae Country Club* wasn't tested properly... if at all! A classic example of this occurred when a perfect shot was hit up the



▲ Surveying the lay of the land will do little to help you knock the ball in the hole – you'll have to rely upon divine inspiration!

Supplied by:
Department 1

Contact info:
(0171) 916 8440

en gets into the air?



fairway (quite a rare accomplishment) and clearly landed approximately half a metre onto the green. However, the commentator declared that the ball "didn't quite make the green." Apart from pointing at the TV and shouting "then why are you showing me the ball on the green, you cretin?" there was little else to do except laugh at the sheer awfulness of this piece of cartridge-based excrement.

What have we done to deserve *Waialae Country Club*? Every platform seems to have had a decent golfing simulator, so why can't the N64? Come on Electronic Arts, I think we have waited long enough for the *PGA* series to be developed for the N64. As for *Waialae*, why on Earth did Nintendo allow their name to be put on it?

2nd opinion

Hell's bells! Last issue we were subjected to the winnet from Satan's bum crack that was *Augusta Masters*, and now the same game returns with a new, but equally lame, course. Oh joy! Since it's the same game, it gets the same mark! **ANDY McDERMOTT**

Rating

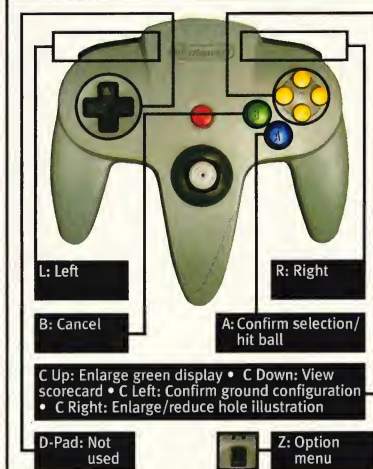


WAIALAE COUNTRY CLUB

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternative

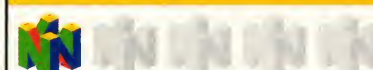
The Glory Of St Andrews: Seta (import)
Reviewed: Issue 3, 10%
Augusta Masters: T&E Soft (import)
Reviewed: Issue 17, 25%

Rating

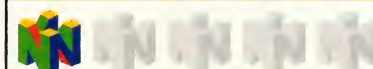
Graphics



Audio



Gameplay



Challenge



Overall %

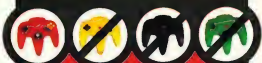
15

Soundbite

Slightly less painful than an acid enema... but not much!

Ninfo

PLAYERS:



CART SIZE:

64
M.

RUMBLE:



Publisher GT Interactive

Developer: Seta

Game Type: Shoot-'em-up

First Reviewed: Issue 9 (Japan)

Release: Out now

Price: £59.99 (TBC)

PAL
Performance

How does the UK version compare in terms of speed to the import cart?

Borders: Fairly small

Speed: If anything, slightly slower than the original

Memory
OptionsMEMORY:
Four in-game saves
CONTROLLER PAK:
N/A

▲ The building that has just been destroyed conceals a power up. Somehow the lorry managed to escape, but not for long!



▲ You'll know when your chopper has been badly damaged as the tail gets bent and it starts to smoke. This is the time to panic!

Chopper At

The choppers aren't 'wild' any more, so how does Chopper Attack measure up?

When *Wild Choppers* (the Japanese incarnation of what is now *Chopper Attack*) was reviewed back in issue nine, the biggest problem with it was the control system. It made use of both the analogue stick and the D-pad, thus requiring you to hold the pad very strange fashion.

With the conversion of the game, it turns out that the controls have been altered – hurrah! Does this mean the software company took notice of reviewer comments? It'd be nice to think

so! The new control system is very reminiscent of *Turok*, using the C buttons to move and the analogue stick to orient the chopper.

The look and feel of *Chopper Attack* is very much like the PlayStation *Strike* series (*Desert Strike*, *Jungle Strike*, and so on) in that a solitary, heavily armed helicopter must take on an army of air- and ground-based enemies. The game structure is mission based, getting progressively harder as you progress. Mission objectives might be anything from simply destroying a selected number of targets (radar bases, POW compounds) to flying air cover for a civilian aircraft which has strayed into the warzone.

Choose Your Weapons!

To accomplish your missions you're able to choose from a wide range of weapons. These are mounted on one of eight different helicopters, each of which has different speed, armour and weapon capacity.

One niggle with the game which you notice fairly early on is that it's not possible to swap aircraft between missions. The chopper choice that you make at the start is the one you're stuck with. This is a shame, because the various strengths and weaknesses of each helicopter means that each of them

is suited to specific types of mission and had you been able to change mid-game it would have added a new element of strategy to the whole thing.

Weapons for each helicopter must be bought, and at the end of each mission you receive cash based on your performance. In addition, you can find cash bonuses during the game, along with fuel, weapon enhancements and extra shields.

Enemy AI in the game seems to have been fairly well implemented. The hostile aircraft you encounter (including what looks suspiciously like a Klingon Bird of Prey from *Star Trek*) are fairly adept at air combat as a rule and will respond intelligently to your actions. Fire a homing missile at them, for instance, and they will start jinking and dodging and even attempt to crash the missile into a nearby mountain.

Both the air and the ground vehicles are nicely designed and work well, and



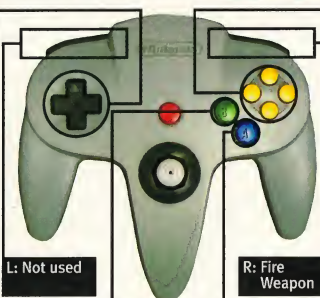
▲ The explosions in *Chopper Attack* are pretty impressive. At times the carnage is such that it's difficult to make out what's going on.



▲ This is where you choose your chopper... sounds a little bit like a scene from a *Carry On* film – ooh no missus!

Everything just see

64 Bottom Line
Controls



Alternative

Pilotwings: Nintendo (£59.99)
Reviewed: Issue 1, 79%
Aero Fighters Assault: Video System (£54.99)
Reviewed: Issue 15, 20%

Rating
Graphics

Audio

Gameplay

Challenge

Overall

%

79

Soundbite

Good clean fun with a chopper, let down by the innate 'treachery' of the speed.

2nd opinion

Wild Choppers wasn't bad, but it wasn't especially brilliant either. Chopper Attack is much the same – the new control system is a bit easier to use, but the same slow-motion gameplay remains. Not exactly an essential purchase!

ANDY McDERMOTT

Rating



with the speed, the lack of any multiplayer mode and the fact that you're stuck with one chopper for the whole game. It's definitely worth a look, but fans of games like Nuclear Strike on the PSX might be a little disappointed.



▲ This fierce-looking tank is heavily armed and a swine to kill. You'll need to be packing some pretty powerful firepower to neutralise it.



▲ The cluster bomb is a fairly useful weapon against multiple targets in close proximity to each other.

► If your chopper is hit heavily it will spin for a second or two, which can be hazardous in the middle of a firefight!

► To get a hit with a homing missile, you need to fire when a blue square appears with a red circle inside it, like in this shot.



▲ The game will not let you fly off the map – if you try to, this happens. Unfortunately enemy craft don't have this restriction.

tack

particular mention should be made of the ground troops, who although small, run and shoot very realistically. The best of these is the little Rambo bloke who leaps onto the rear of your aircraft if you get too close and hammers away with his fists!

Good Fun, But...

Where Chopper Attack falls down is the speed. To paraphrase the Rembrandts, everything just seems to be running in second gear. Even the fastest of the choppers you can choose from seems to fly fairly slowly, and as for the slower ones, you might as well get out and walk!

It's a shame, because apart from this the game is fairly playable, and the variety of weapons, choppers and enemy forces does make the whole thing pretty interesting.

What you get is basically a good game which is held back by the problem

Friendly, These Air Force Types!

Before each mission you get briefed by this sausage-armed officer. He doesn't actually speak at first, just waves his arms about as you read the text. However, his true intentions soon become clear – as the briefing finishes, he calls you a "wild man" and asks "Do you wanna party tonight?" Well, who could refuse an offer like that?



ms to be running in second gear?

If you want the very latest N64 cheats, there's only one place to look...
64 MAGAZINE'S Cheat Central!

cheat central



PLAYERS' GUIDES

Mission: Impossible

72 At least with this guide you'll finish it quickly!



F-Zero X

82 The winners' guide to all of the tracks!



Pad at a glance



BANJO-KAZOOIE

Hurrah! The first set of 'secret' *Banjo* cheats appears! These cheats can be entered without having previously found or done anything special (although you'll need to have unlocked Treasure Trove Cove, obviously).

INFINITE BLUE EGGS

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by BANJOBEGSFORPLENTYOFEGGS. A cow will moo after you enter the letters of CHEAT, but you won't get any other indication that what you're doing is

having an effect until you finish the whole code. Your egg total will not change, but you will now have an endless supply.

99 MUMBO TOKENS

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by DONTBEADUMBOGOSEEMUMBO. A cow will moo after you enter the letters of CHEAT, but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your Mumbo Tokens total will increase to 99.

INFINITE RED FEATHERS

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by NOWYOUCANFLYHIGHINTHESKY. A cow will moo after you enter the letters of CHEAT, but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your red feathers total will not change, but you will now have an endless supply.



F-Zero X

This super-fast futuristic racer has been wowing everybody on import just lately, but for those of you who can't quite handle the pace, here are a few cheats to let you access the more difficult tracks, all the cars, and more besides!

THE ULTIMATE CODE

On the Mode Selection screen press L, Z, R, C Up, C Down, C Left, C Right, Start. If you have entered the code correctly you should hear a chime. This will give you all the cars, all the tracks and the Master difficulty level!

JOKER CUP

Compete and win all three Cups on standard difficulty setting, and the Joker Cup will now be available.

X CUP

Compete and win all four cups on Expert difficulty setting, and the X-Cup will now be available.

MASTER DIFFICULTY LEVEL

Compete and win all four cups on all three difficulty settings and you will open the Master difficulty level.

SUPER-DEFORMED CARS

On the car selection screen press and hold L, R, C Up, C Right, C Left, C Down and you will be able to play with smaller vehicles.

ALTERNATE COLOURS

Press the R button on the customise car screen and you can select a new colour for your vehicle.

VIEWING OPTIONS

Pressing the C buttons on the car selection screen will allow you to view your chosen vehicle from different camera angles.

LEADER TIMER

During a race press the L button to reveal the time difference between you and the race leader. The time appears in the top right hand corner of the screen.

DATTEL GAME PRODUCTS

Back by popular demand! Once again 64 MAGAZINE in conjunction with Datel supplies you with the very latest in codes for that essential device in the cheater's arsenal, the Action Replay. And to make it even better, Datel will be giving one of the magic machines away every month to a lucky reader who answers a simple question.

This month's question: How many 'N's did Gex get this issue in total? Entries to the usual address marked 'Action Replay Giveaway' by October 10th!

For up-to-the-minute codes and to purchase your own Action Replay, contact Datel on (01785) 810800, or visit their web site at www.datel.co.uk.

FORSAKEN

Infinite Bikes

8004020C 0063

Infinite Shield

D014E710 0001

8014E710 0010

Infinite Hull

D014E712 0001

8014E712 0011

Infinite Powerpods

8814E740 0004

Primary Weapons

Transpulse

8814E765 0001

Trojax

8814E767 0001

Beam Laser

8814E768 0001

Secondary Weapons

Infinite Mug

8814E76D 0063

Infinite Solaris

8814E76E 0063

Infinite Scatter

8814E770 0063

Infinite Titan

8814E771 0063

Infinite Gravgon

8814E772 0063

Infinite MFRL

8814E773 0063

Infinite Purge

8814E774 0063

Infinite Pine Mines

8814E776 0063

Infinite Quantum

8814E777 0063

FIGHTERS DESTINY

Player One starts with extra stars

80209757 0006

Player Two starts with extra stars

8020B61F 0006

Player One always has zero stars

80209757 0000

Player Two always has zero stars

8020B61F 0000

One star Ryuji

8030734E 0001

FORSAKEN

Somehow we managed to miss this cheat when we published the first set of *Forsaken* codes, and considering some of the phone calls we've received, we're printing it not a moment too soon!

INVULNERABILITY

On the start screen (when the 'Press Start' message appears) press A, Z, Z, Up, Left, C Left, C Left, C Down and your shield worries are over!



MYSTICAL NINJA STARRING GOEMON

Not so much cheats this time, as 'interesting things to note'. Musical fans (or rather, fans of Japanese music) might welcome the extra songs and those obsessive gamers among you who absolutely have to play every game to death will doubtless want to try falling into space!

FALL INTO SPACE GLITCH

Go to the main entrance to Festival Village, head down the stairs and then open the large door to your right. Walk across to the next large door and then enter the area with the drummer in. Walk up the stairs towards the drummer, and then leap over the edge to the slanted rock to the right of the staircase. At this point you will fall through the sloped floor and keep falling downwards towards the centre of the earth, eventually ending up in outer space!

EXTRA SONGS IN SOUND TEST MODE

Complete the game and then press the start button to return to the main menu. Now enter the options menu and select sound test, and you will notice two new selections 'I am Impact', and 'Gorgeous my Stage'.

Mission Impossible

Not the greatest game on the planet by a long way! However, for those of you who were unlucky enough to buy it, here are a few cheats. You might be interested to know that when you finish the game and meet the programmers in the embassy, if you've got any of the weapons cheats selected you can blow the Gallic coders away – that'll teach them to produce a duff game!

SILENCED WEAPON

On the mission select screen, press C Up, L, C Right, C Left, C Up. When the code has been accepted you will hear the words "Ah, that's better."

HIGH POWER WEAPON

On the mission select screen, press R, L, C Down, C Up, C Up. When the code has been accepted Ethan will express his relief.

UZI

On the mission select screen, press C Right, C Left, C Right, C Down, R. When the code has been accepted the man who looks a little like Tom Cruise will make his feelings known.

ROCKET LAUNCHER

On the mission select screen, press R, L, C Left, C Right, C Down. When the code has been accepted, you know what you'll hear.

TURBO MODE

On the mission select screen, press C Up, Z, C Up, Z, C Up. When the code has been accepted the Huntmeister will utter his snappy catchphrase.

BIG-FEET MODE

On the mission select screen, press C Down, R, Z, C Right, C Left. When the code has been accepted you will hear – all together now – "Ah, that's better."

IGGY'S RECKIN' BALLS

This multiplayer racer is one of the weirdest game concepts we've seen in a long time, but it plays great! These cheats will let you open up the later tracks and access all the weird and wonderful characters.

CHEAT MENU

On the start screen press R and Z simultaneously to open up the cheat menu.

ALL WORLDS

Open the cheat menu, and then enter THEUNIVERSE to open all available worlds.

ALL CHARACTERS

Open the cheat menu, and then enter HAPPYHEADS to open all the characters.



KID MODE

On the mission select screen, press C Down, C Up, R, L, Z. When the code has been accepted, "Ah, that's better," is the mantra of the day.

BIG-HEAD MODE

On the mission select screen, press C Down, R, C Up, L, C Left. When the code has been accepted, Ethan will roll over and go to sleep, figuratively.



One star Bob
8030734F 0001

One star Pierre
80307350 0001

One star Meiling
80307351 0001

One star Leon
80307352 0001

One star Abdul
80307353 0001

One star Ninja
80307354 0001

One star Tomahawk
80307355 0001

One star Valerie
80307356 0001

QUAKE
Debug mode
8006C4E3 0001

Infinite ammo
8016426B 00FF

Have gold and silver keys
80164229 000F

Infinite armour
81164184 42C8

SNOWBOARD KIDS
Infinite cash
81122728 C350

Only race one lap
801226C8 0009

Enable Shinobin
8110829E 0100

Gold medals
810ECE62 0101

810ECE64 0101

810ECE66 0101

810ECE68 0101

810ECE6A 0101

810ECE6C 0101

Open all tracks
800ECE7C 0003

ISS 64
Home team scores nine goals
80119F2B 0009

Home team scores no goals
80119F2B 0000

Away team scores nine goals
8011A9BF 0009

Away team scores no goals
8011A9BF 0000

WORLD CUP '98
Home team scores nine goals
800478BB 0009

Home team scores no goals
800478BB 0000

Away team scores nine goals
800478BF 0009

Away team scores no goals
800478BF 0000

Open cup classic mode
8003CC6F 0001

Finish half and full time instantly
80048E93 00F0

Note: Do not set half length time above 4 minutes

AERO GAUGE
Always win
8013EFF1 0001

Freeze lap timer 1
8013F001 0000

Freeze lap timer 2
8013F005 0000

Freeze lap timer 3
8013F00A 0000

Freeze overall timer
8013EFF5 0000

Note: All above codes must be on. These codes will prevent the opposition from racing against you in Grand Prix mode. To win a race in Grand Prix you must finish at least one lap in the Qualify round, then complete all laps in race for first position.

DIDDY KONG RACING

Version 1
This code must be on!
DE000400 0000

50 Balloons
8020807D 0032

All cheats
810DFE2E FFFF

Version 2
This code must be on!
DE000400 0000



WWF
WARZONE

Arguably the best wrestling game currently at large on the N64, and we've got a whole bunch of weird and wonderful cheats to make the whole thing just *that* much more exciting!

ALTERNATE OUTFITS

Hold down all four buttons on the C pad and press A on the character select screen to change any wrestler's colour.

BIG HEAD MODE

Use British Bulldog or The Rock to beat WWF Challenge on any difficulty to give your wrestlers bigger heads than they already have!

WIND MODE

Use Mosh or Thrasher to beat WWF Challenge on any difficulty to get Burp and Fart Mode. In this mode, every time you're hit you'll relieve trapped wind!

ACCESS DUDE LOVE AND CACTUS JACK

Use Mankind to beat WWF Challenge on Medium or Hard difficulty and you'll unlock hidden characters Cactus Jack and Dude Love.

EGO MODE

Use Ahmed Johnson to beat WWF Challenge on Medium or Hard difficulty and you'll be able to access Ego mode.

EXTRA GOLDUST COSTUMES

Use Goldust to beat WWF Challenge on Medium or Hard difficulty and he'll get a new wardrobe.

EXTRA STONE COLD COSTUMES

Use Stone Cold Steve Austin to beat WWF Challenge on Medium or Hard difficulty and he'll get a new wardrobe.

LADIES' NIGHT MODE

Use Triple H or Shawn Michaels to beat WWF Challenge on Medium or Hard difficulty and you'll get access to female bodies with the wrestler creation facility.

NO WIMPS MODE

Use Faarooq or Ken Shamrock to beat WWF Challenge on Medium or Hard difficulty and you will then be able to disable blocking.

RATTLESNAKE

Use a created wrestler who has 40 of the possible 50 points to beat WWF Challenge on Medium or Hard difficulty and you'll get access to a different version of Stone Cold.

REFLECTIONS

Use any wrestler on any mode to beat WWF Challenge on Medium or Hard difficulty and you'll be able to turn the wrestlers' shadows into colour reflections.

ALL METERS OFF

Use Undertaker to beat the WWF Challenge on Medium or Hard difficulty to access All Meters Off mode.

EXTRA CLOTHES

Use Kane to beat the WWF Challenge on Medium or Hard difficulty to give you more clothes to choose from in the wrestler creation mode.

PLAY AS SUE

Use Owen or Bret Hart to beat the WWF Challenge on Medium or Hard difficulty and you'll be able to access the female character, Sue.

PLAY AS PAMELA

Use Sue to beat the WWF Challenge on Medium or Hard difficulty and Pamela will become available to use as a custom wrestler.

FIGHT IN WRESTLEMANIA RING

Complete the game in Season mode to access a Wrestlemania-style ring.

STAR
SOLDIER:
VANISHING EARTH

This fairly fun but sadly insubstantial shoot-'em-up was a bit of a disappointment. As is this cheat really. Still, who are we to judge – some of you might genuinely be interested by it!

EXTRA OPTIONS

Complete the game on the 'Regular' difficulty setting, and you will access a level select and an option to preview enemy ships.



Have 50 Balloons
8020886d 0032

All cheats
810E03AE FFFF

WETRIX
Always empty drain
801BF991 0000
811BF992 0000
811BF994 0000

Barzerk mode
801BF9AF 00FF

Stop level timer
801BF9B2 00FF

YOSHI'S STORY
Infinite health Green Yoshi
800F954F 0008

Infinite health Yellow Yoshi
800F9557 0008

Infinite health Light Blue Yoshi
800F955F 0008

Infinite health Dark Blue Yoshi
800F955B 0008

Infinite health Red Yoshi
800F9553 0008

Infinite health Pink Yoshi
800F9563 0008

All Fruit
800F916B 001E
Note: With this cheat you only need to pick up one piece of fruit to finish the level!

MYSTICAL NINJA STARRING GOEMON

Infinite health
8015D2E7 0028

Infinite lives
8015D2EF 000A

Infinite ryo
8015D2EA 0010

GOEMON
Chain pipe
8015D3BF 0002

Medal of flames
8015D3DF 0001

Have Ebisumaru
8015D3A3 0001

Meat saw-hammer
8015D3C0 0001

Have Sasuke
8015D3A4 0001

Fire cracker bomb
8015D3C4 0001

Kunai of severe cold
8015D3D4 0001

Have Yae
8015D3AB 0001

Bazooka
8015D3CB 0001

Flute
8015D3DB 0001

Magic Mermaid
8015D3FB 0001

Magic Sudden Impact
8015D3EC 0001

Magic Mini-ebisu
8015D3F2 0001

Magic Flying
8015D3F4 0001

Japanese Sombrero
8015D2F7 0001

Metal Helmet
8015D2F7 0002

Gold Helmet
8015D2F7 0003

Note: use only one of the above three codes at a time

ITEM TWO
Shell
8015D3FC 0001

Brown item
8015D402 0001

Brown round item
8015D40F 0001

Gold key
8015D412 0001

Blue sausage
8015D417 0001

Pink item
8015D41B 0001

Gold item
8015D41C 0001

Blue item
8015D422 0001

F-1 World Grand Prix



The best Formula 1 game on the N64, and probably the best Formula 1 game ever! These codes will help all you budding Damon Hills (ooh, what a horrible idea) to get just that little bit more out of this top racing game.

BONUS TRACK

Enter Exhibition mode and select Driver Williams, then edit his last name to VACATION. Now return to the start screen and enter Exhibition mode again in order to find a bonus Hawaiian track with palm trees and even a volcano!

GOLD RACER

Enter Exhibition mode and select Driver Williams, then edit his last name to PYRITE. Now return to the start

screen and enter Exhibition mode again. The 'Team Extreme' Gold driver will now be available in Time Trial, Exhibition and Two-Player modes.

SILVER RACER

Enter Exhibition mode and select Driver Williams, then edit his last name to CHROME. Now return to the start screen and enter Exhibition mode again. The 'Team Extreme' Silver driver will now be available in Time Trial, Exhibition and Two-Player modes.

CREDITS AND GALLERY

Complete and win the championship on the rookie difficulty setting, and the gallery and credits options will be available on the start screen.

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64 ScoreZone

MAGAZINE

IN ASSOCIATION WITH 

68

Take your place on the paper podium that is... ScoreZone!

- Another issue, another ScoreZone! This month the Ultimate Player accolade goes to **Rob Pierce**, from **Salisbury** for his coolness under pressure in top racer *Snowboard Kids*.
- Events of note this month included one reader (he knows who he is!) sending in 21 ScoreZone photographs each in its own separate envelope, and the rather scary actions of one **Martin Thom**, who, seeing that his *Goldeneye* score photos were unreadable, went and sent us his actual *Goldeneye* cartridge! Just for future reference... don't do it!

Enter The Zone!

Follow these easy steps for achieving entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time
- Send the proof of your prowess to 64 ScoreZone, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS
- Include an SAE if you want your photos/videos back

Mug Zone

You want fame and fortune? Then send a picture of yourself along with your ScoreZone entry! If your score makes it into the charts, then maybe, just maybe, you'll be able to impress your friends and family with the sight of your grinning boat!

Goldeneye

FACILITY – 00 LEVEL!

1:07	Matthew Stevenson, Bournemouth
1:10	Matthys ten Ham, The Netherlands
1:12	Michael Williams, Exeter
1:27	Daniel Syversen, Norway
1:31	Stephen Hill, Maidstone

BYELOMORYE DAM

0:56	James Hurst, Surrey
0:56	Matthys ten Ham, The Netherlands
0:56	Richard Lovelock, Newbury
0:57	Zack King, Surrey
0:57	Michael Williams, Exeter

FACILITY

0:55	Matthew Stevenson, Bournemouth
0:58	Matthys ten Ham, The Netherlands
0:59	Jon Quarrie, Stapleford
0:59	Neil Friedman, Whitefield
1:00	Michael Williams, Exeter

RUNWAY

0:24	Michael Williams, Exeter
0:25	Mike Geisler, Australia
0:25	Matthys ten Ham, The Netherlands
0:25	Sam Doyle, Glossop
0:25	Alex Fuller, Gillingham

SURFACE 1

1:11	Matthew Stevenson, Bournemouth
1:13	Matthys ten Ham, The Netherlands
1:13	Neil Friedman, Whitefield
1:14	Michael Williams, Exeter
1:16	Alan Dundas, Arbroath

BUNKER 1

0:23	Matthew Stevenson, Bournemouth
0:23	Matthys ten Ham, The Netherlands
0:24	Michael Williams, Exeter
0:24	Sam Doyle, Glossop
0:26	Raymond Burton, Stockbridge

LAUNCH SILO

1:26	Michael Williams, Exeter
1:31	Matthew Stevenson, Bournemouth
1:32	Alan Dundas, Arbroath
1:33	Danny Dunn, Boston
1:35	Richard Lovelock, Newbury

FRIGATE

0:34	Adam Tucker, Great Yarmouth
0:35	Matthys ten Ham, The Netherlands
0:35	Matthew Stevenson, Bournemouth
0:35	Michael Williams, Exeter
0:35	Neil Friedman, Whitefield

SURFACE 2

1:00	Danny Dunn, Boston
1:00	Sam Doyle, Glossop
1:23	Matthys ten Ham, The Netherlands
1:23	Matthew Stevenson, Bournemouth
1:25	Raymond Burton, Stockbridge

BUNKER 2

0:26	Danny Dunn, Boston
0:31	Michael Williams, Exeter
0:32	Matthew Stevenson, Bournemouth
0:32	Neil Friedman, Whitefield
0:33	Matthys ten Ham, The Netherlands

STATUE PARK

2:39	Raymond Burton, Stockbridge
2:39	Neil Friedman, Whitefield

2:41	Matthys ten Ham, The Netherlands
2:44	David Hanson, Birmingham
2:45	Michael Williams, Exeter

MILITARY ARCHIVES

0:20	Matthew Stevenson, Bournemouth
0:21	Michael Williams, Exeter
0:22	Matthys ten Ham, The Netherlands
0:22	Sam Doyle, Glossop
0:23	Richard Lovelock, Newbury

STREETS

1:14	Danny Dunn, Boston
1:18	Matthys ten Ham, The Netherlands
1:18	Jon Quarrie, Stapleford
1:19	Michael Williams, Exeter
1:19	Raymond Burton, Stockbridge

DEPOT

0:31	Michael Williams, Exeter
0:31	Richard Lovelock, Newbury
0:31	Matthys ten Ham, The Netherlands
0:31	Matthew Stevenson, Bournemouth
0:31	Kenneth Dundas, Arbroath

TRAIN

1:42	Matthew Stevenson, Bournemouth
1:49	Neil Friedman, Whitefield
1:52	Michael Williams, Exeter
2:14	David Hanson, Birmingham
2:14	Danny Dunn, Boston

JUNGLE

1:19	Neil Friedman, Whitefield
1:22	Matthew Stevenson, Bournemouth
1:41	Sam Doyle, Glossop
2:17	Michael Williams, Exeter
2:50	Danny Dunn, Boston

CONTROL CENTRE

5:07	Michael Williams, Exeter
5:14	Karl Watt, Road Side
5:23	Neil Friedman, Whitefield
5:44	Danny Dunn, Boston
5:56	David Hanson, Birmingham

WATER CAVERNS

1:10	Kenneth Dundas, Arbroath
1:10	Sam Doyle, Glossop
1:11	Michael Williams, Exeter
1:11	Matthew Stevenson, Bournemouth
1:14	Richard Lovelock, Newbury

CRADLE

0:55	Neil Friedman, Whitefield
1:02	Jon Quarrie, Stapleford
1:02	Matthys ten Ham, The Netherlands
1:04	Sam Doyle, Glossop
1:08	Matthew Stevenson, Bournemouth

AZTEC COMPLEX

3:56	James Eyre, Coalville
3:59	Karl Watt, Road Side
4:12	Matthew Stevenson, Bournemouth
4:21	Neil Friedman, Whitefield
4:35	Sam Doyle, Glossop

EGYPTIAN TEMPLE

1:01	Michael Williams, Exeter
1:02	Adam Tucker, Great Yarmouth
1:02	Matthew Stevenson, Bournemouth
1:04	Richard Lovelock, Newbury
1:05	Jon Quarrie, Stapleford

GOLDENEYE 60 MINUTE CHALLENGE!

This was actually suggested by reader **Martin Thom** (he of the cartridge-by-post scandal) and we've decided to try it out. The idea is simple. Finish every *Goldeneye* level on 00 difficulty so that your combined times add up to a total of one hour or less. The gauntlet has been cast! Oh, and if anyone else has any other ideas for decent Zone challenges, then let us know!

BEST OF THE REST

Chameleon Twist

JUNGLE LAND	
03:15	Robert Gallagher, Southampton
03:25	Zack King, Surrey

ANT LAND

09:27	Robert Gallagher, Southampton
-------	-------------------------------

Extreme G

CITY 1	
2:05:81	Michael Williams, Exeter
2:08:73	Joe Young, Bickerton
2:09:65	Karl Watt, Road Side
2:10:88	Hayeb Kamali, Cardiff
2:11:60	David Newson, Cumbria

DESERT 1

2:02:88	Michael Williams, Exeter
---------	--------------------------

Fighter's Destiny

RECORD ATTACK: FASTEST

0:20:91	Ben Atkinson, Newcastle-Upon-Tyne
0:36:19	Nicholas Davies, Longfield
0:36:91	Martin Thom, Hook
0:38:42	Jeffrey Van Der Aa, Beringe, Netherlands
0:56:39	Tom Cordrey, North Yorkshire

RECORD ATTACK: RODEO

6:58:30	Nicholas Davies, Longfield
2:17:29	Jeffrey Van Der Aa, Beringe, Netherlands
2:13:76	Gautam Rishi, Gerrards Cross
1:46:36	Ryan McClean, Belfast
1:40:13	Martin Thom, Hook

RECORD ATTACK: SURVIVAL

229 wins	Russell Murray, Bournemouth
93 wins	Nicholas Davies, Longfield
47 wins	Martin Thom, Hook

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30	Michael Williams, Exeter
0:30	Raymond Burton, Stockbridge

MAP 2: CASTLE OF THE DAMNED

0:43	Michael Williams, Exeter
0:44	Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:14	Michael Williams, Exeter
1:33	Raymond Burton, Stockbridge

MAP 4: GLOOM KEEP

1:49	Raymond Burton, Stockbridge
------	-----------------------------

MAP 5: THE DOOR TO CHTHON

2:05	Raymond Burton, Stockbridge
------	-----------------------------

MAP 6: HOUSE OF CHTHON

0:33	Raymond Burton, Stockbridge
------	-----------------------------

Starfox/Lylat Wars

OVERALL SCORE

2192 kills	Andrew Robson, Newcastle-Upon-Tyne
2097 kills	Adrian Stead, Hull
2096 kills	Craig Humphrey, Stifford Clays
2094 kills	Taty Luostariinen, Finland
2054 kills	Sam Doyle, Glossop

CORNERIA

282 kills	Andrew Robson, Newcastle-Upon-Tyne
282 kills	Craig Humphrey, Stifford Clays
259 kills	Neil Friedman, Whitefield
254 kills	Adrian Stead, Hull
240 kills	Matthew Kagelidis, Greece

METEO

302 kills	Gavin Brennan, Claremorris
-----------	----------------------------

SECTOR X

161 kills	Gavin Brennan, Claremorris
-----------	----------------------------

KATINA

192 kills	Gavin Brennan, Claremorris
-----------	----------------------------

SECTOR Y

166 kills	Gavin Brennan, Claremorris
-----------	----------------------------

VENOM 2

227 kills	Gavin Brennan, Claremorris
-----------	----------------------------

Tetrisphere

RESCUE	
82047300	Gavin Brennan, Claremorris

Snowboard Kids

ROOKIE MOUNTAIN

01:26:43 Rob Pierce, Salisbury
01:26:63 Kenneth Dundas, Arbroath
01:30:20 Jay Scott, Fort William
01:30:66 Joe Young, Bickerton
01:30:76 Mike Brear, Wirral

BIG SNOWMAN

1:37:43 Rob Pierce, Salisbury
1:41:33 Kenneth Dundas, Arbroath
2:01:73 Joe Young, Bickerton
2:01:76 Mike Brear, Wirral
2:02:80 Stephen Henderson, Upminster

SUNSET ROCK

1:38:50 Rob Pierce, Salisbury

NIGHT HIGHWAY

1:31:60 Rob Pierce, Salisbury
1:32:66 Kenneth Dundas, Arbroath
1:33:66 Joe Young, Bickerton
1:34:03 David Dennison, Welwyn Garden City
1:37:66 Daniel Syversen, Norway

GRASS VALLEY

1:42:26 Rob Pierce, Salisbury
1:44:86 Kenneth Dundas, Arbroath
1:46:83 Joe Young, Bickerton
1:47:10 Daniel Syversen, Norway

DIZZY LAND

1:36:43 Rob Pierce, Salisbury
1:37:43 Kenneth Dundas, Arbroath
1:37:53 Daniel Syversen, Norway
1:37:53 Joe Young, Bickerton

QUICKSAND VALLEY

01:37:10 Rob Pierce, Salisbury
01:37:83 Kenneth Dundas, Arbroath
01:40:50 Daniel Syversen, Norway

SILVER MOUNTAIN

01:46:86 Kenneth Dundas, Arbroath
01:47:80 Rob Pierce, Salisbury
01:48:30 Joe Young, Bickerton
01:49:96 Daniel Syversen, Norway

NINJA LAND

01:23:06 Rob Pierce, Salisbury
01:24:50 Kenneth Dundas, Arbroath
01:24:46 Daniel Syversen, Norway
01:24:53 Joe Young, Bickerton
01:24:60 Mike Brear, Wirral

ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton
4352 Joe Young, Bickerton
2704 Mike Brear, Wirral

Diddy Kong Racing

ANCIENT LAKE

00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster
00:42:65 Thomas Ferrari, Norfolk
00:44:25 Richard Dunn, Boston

FOSSIL CANYON

01:06:53 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands
01:11:83 Richard Dunn, Boston
01:12:81 Thomas Ferrari, Norfolk
01:13:73 Danny Dunn, Boston

JUNGLE FALLS

00:43:65 Adam Charlton, Buckden
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston
00:47:46 Rob Pierce, Salisbury
00:48:75 Jason B, Warwickshire

TREASURE CAVES

00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk
00:49:41 Jason B, Warwickshire
00:50:05 Rob Pierce, Salisbury

WHALE BAY

00:57:06 Rob Pierce, Salisbury
01:03:63 Gavin Brennan, Claremorris

PIRATE LAGOON

01:04:36 Rob Pierce, Salisbury
01:13:35 Gavin Brennan, Claremorris

WINDMILL PLAINS

01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:52:10 Rob Pierce, Salisbury



01:52:56 Kevin Seeneey, Bury St Edmunds
02:05:00 Kenneth Dundas, Arbroath

HOT TOP VOLCANO

01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury
01:18:45 Neil Friedman, Whitefield
01:18:76 Kevin Seeneey, Bury St Edmunds
01:23:33 Matthew Stevenson, Bournemouth

CRESCENT ISLAND

01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:30:76 Neil Friedman, Whitefield

HAUNTED WOODS

01:05:15 Kenneth Dundas, Arbroath

FROSTY VILLAGE

01:19:01 Rob Pierce, Salisbury

BOULDER CANYON

01:33:36 Rob Pierce, Salisbury

WALRUS COVE

01:36:55 Adam Charlton, Buckden
01:40:95 Richard Dunn, Boston
01:44:15 Rob Pierce, Salisbury
01:46:82 Kevin Seeneey, Bury St Edmunds
1:47:30 Neil Friedman, Whitefield

SPACEDUST ALLEY

01:34:51 Danny Dunn, Boston
01:44:61 Arthur van Dalen, Netherlands
01:51:05 Rob Pierce, Salisbury
01:53:03 Gavin Brennan, Claremorris
01:54:75 Matthew Stevenson, Bournemouth

DARKMOON CAVERNS

01:49:03 Richard Dunn, Boston
01:49:75 Adam Charlton, Buckden
01:55:76 Rob Pierce, Salisbury
01:56:60 Kevin Seeneey, Bury St Edmunds
01:58:65 Arthur van Dalen, Netherlands

SPACEPORT ALPHA

01:44:60 Danny Dunn, Boston
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands
01:54:53 Gavin Brennan, Claremorris
02:02:85 Kenneth Dundas, Arbroath

STAR CITY

01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands
01:34:88 Stephen Henderson, Upminster
01:38:31 Kevin Seeneey, Bury St Edmunds

78621700 Barbet Koolmees, The Hague, Holland
38034300 Zack King, Surrey
PUZZLE
4:44 Gavin Brennan, Claremorris

Top Gear Rally

COASTLINE
02:39:50 Kristoffer Thorbjornsen, Scotland
03:40:42 Jason Larosa, Pembroke
03:42:82 Chris Dunn, Boston
03:46:82 Kuljit S Athwal, Dundee
03:50:10 Richard Dunn, Boston

STRIP MINE

02:52:79 Jason Larosa, Pembroke
02:59:11 Chris Dunn, Boston
03:05:58 Kuljit S Athwal, Dundee
03:06:22 Jason Saunders, Tenterden
03:07:02 Gavin Brennan, Claremorris

JUNGLE

05:10:74 Jason Larosa, Pembroke
05:14:34 Kuljit S Athwal, Dundee
05:17:98 Chris Dunn, Boston
05:28:86 Kristoffer Thorbjornsen, Scotland
05:39:87 Alan C Salt, Nimbin, Australia

MOUNTAIN

06:29:16 Kuljit S Athwal, Dundee

DESERT

06:05:43 Kuljit S Athwal, Dundee

Turok Training Level

2:12 Michael Williams, Exeter
3:15 Gavin Deadman, Biggin Hill

Mischief Makers

47 gems Robert Gallagher, Southampton

Nagano Winter Olympics

BOBSLEIGH
51:36 Simon Moorhouse, Doncaster
52:60 Peter Bell, Kent
53:85 Stu Heath, Kent

ALPINE SKIING

1:20:13 Simon Moorhouse, Doncaster

SPEED SKATING 1500M

1:49:98 Joe Hamid, Mitcheldean

CHAMPIONSHIP SCORE

1398 pts Simon Moorhouse, Doncaster

Wetrix Classic

2874158 Darren Cooper, Anfield
207341 Stephen Henderson, Upminster

Yoshi's Story

37424 Danny Dunn, Boston
35998 Richard Dunn, Boston
35460 Bonny Qvistoff, Copenhagen
33234 Steven Dijkman, The Netherlands
29266 Michael Williams, Exeter

69



Mario Kart 64

LUIGI RACEWAY

01:21:94 Arthur van Dalen, Netherlands
01:31:30 Taty Luostarinen, Finland
01:38:47 Rob Pierce, Salisbury
01:39:64 Richard Dunn, Boston
01:40:09 James Eyre, Coalville

MOO MOO FARM

01:21:71 James Eyre, Coalville
01:21:80 Mick Smith, Worcester
01:22:32 Alan Dundas, Arbroath
01:31:26 Danny Dunn, Boston
01:33:68 Rob Pierce, Salisbury

KOOPA TROOPA BEACH

01:28:56 Mick Smith, Worcester
01:29:27 Edward Peszewski, California, USA
01:30:42 Alan Dundas, Arbroath
01:33:61 Jason Wheatley, Shildon
01:40:17 Richard Dunn, Boston

FRAPPE SNOWLAND

00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, Boston
00:39:43 Russell Auld, Lochwinnoch

TOAD'S TURNPIKE

02:35:50 Kenneth Dundas, Arbroath
02:45:26 James Eyre, Coalville
03:11:35 Russell Auld, Lochwinnoch
03:27:86 David Dennison, Welwyn Garden City

MARIO RACEWAY

00:54:01 Taty Luostarinen, Finland
00:58:30 Mick Smith, Worcester
01:02:65 Rob Pierce, Salisbury
01:04:79 Richard Dunn, Boston
01:09:90 Matthew Bullman, Castleford

WARIO STADIUM

00:21:22 Richard Dunn, Boston
00:22:03 Rob Pierce, Salisbury
00:23:52 Neil Friedman, Whitefield
00:26:62 Matthys ten Ham, The Netherlands
00:28:02 Jeffrey Van Der Aa, Beringe, Netherlands

CHOCO MOUNTAIN

01:40:71 Rob Pierce, Salisbury
01:46:96 Danny Dunn, Boston
01:49:89 Mick Smith, Worcester
01:55:22 Kenneth Dundas, Arbroath
01:56:54 Matthys ten Ham, The Netherlands

ROYAL RACEWAY

01:57:53 Mick Smith, Worcester
02:07:54 Rob Pierce, Salisbury
02:10:06 Danny Dunn, Boston
02:22:46 Jeffrey Van Der Aa, Beringe, Netherlands
02:23:75 Ingvar Gunnarsson, Iceland

KALAMARI DESERT

01:36:58 James Eyre, Coalville
01:37:22 Alan Dundas, Arbroath
02:10:76 Danny Dunn, Boston
02:12:16 Rob Pierce, Salisbury
02:13:71 Richard Dunn, Boston

YOSHI VALLEY

01:13:36 Matthys ten Ham, The Netherlands
01:18:74 Danny Dunn, Boston
01:32:73 Rob Pierce, Salisbury
02:00:28 Russell Auld, Lochwinnoch
02:07:83 Paul Lloyds, Tenterden

RAINBOW ROAD

04:15:95 Alan Dundas, Arbroath
04:40:18 Rob Pierce, Salisbury
04:53:52 Danny Dunn, Boston
05:05:21 Russell Auld, Lochwinnoch
05:12:75 Ingvar Gunnarsson, Iceland

BANSHEE BOARDWALK

01:47:28 Arthur van Dalen, The Netherlands
02:02:06 Alan Dundas, Arbroath
02:08:77 Rob Pierce, Salisbury
02:20:75 Russell Auld, Lochwinnoch
02:21:03 James Eyre, Coalville

DONKEY KONG'S JUNGLE PARKWAY

00:31:94 Danny Dunn, Boston
00:35:01 Rob Pierce, Salisbury
00:46:29 Richard Dunn, Boston
01:18:67 Matthys ten Ham, The Netherlands
01:35:28 Arthur Van Dalen, The Netherlands

SHERBET LAND

01:56:23 Mick Smith, Worcester
01:56:41 Alan Dundas, Arbroath
02:00:27 James Eyre, Coalville
02:05:14 Rob Pierce, Salisbury
02:05:82 Danny Dunn, Boston

BOWSER'S CASTLE

02:04:44 Kenneth Dundas, Arbroath
02:17:71 Rob Pierce, Salisbury
02:22:67 Matthys ten Ham, The Netherlands
02:30:37 Russell Auld, Lochwinnoch

Wave Race

SUNNY BEACH

1:00:782 Alan Dundas, Arbroath
1:05:765 Mark Bonnes, East Kilbride
1:16:144 Danny Dunn, Boston
1:16:916 Paul Leah, Stockport
1:19:298 David Newson, Cumbria

SUNSET BAY

1:03:925 Alan Dundas, Arbroath
1:11:620 Mark Bonnes, East Kilbride
1:24:256 Richard Dunn, Boston
1:24:808 David Newson, Cumbria
1:25:168 Gautam Rishi, Gerrards Cross

DRAKE LAKE

1:09:305 Alan Dundas, Arbroath
1:12:902 Ross McKinstry, Arbroath
1:18:954 Mark Bonnes, East Kilbride
1:25:798 Maltte T. Clausen, Denmark
1:31:527 Richard Dunn, Boston

GLACIER COAST

1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride

1:45:108 Gautam Rishi, Gerrards Cross
1:50:589 Russell Auld, Lochwinnoch
1:53:442 Sam Clifton, Bucks

PORT BLUE

1:30:304 Mick Smith, Worcester
1:44:031 Russell Auld, Lochwinnoch
1:44:037 Gautam Rishi, Gerrards Cross
1:45:563 Yvo Van Der Smock, Holland
1:49:224 David Newson, Cumbria

SOUTHERN ISLAND

1:20:020 Mick Smith, Worcester
1:25:361 Alan Dundas, Arbroath
1:40:094 Russell Auld, Lochwinnoch
1:40:776 Philip Ho, Arbroath
1:40:964 Gavin Deadman, Biggin Hill

TWILIGHT CITY

1:52:164 Gautam Rishi, Gerrards Cross
2:03:365 Gavin Deadman, Biggin Hill

MARINE FORTRESS

1:33:918 Gautam Rishi, Gerrards Cross
1:43:500 Gavin Deadman, Biggin Hill

THE ULTIMATE PLAYER!

One person each month will be The Chosen One. Chosen, that is, to win themselves a Trident Pad and 256K memory card from Logic 3! The player whose prowess impresses us the most will win themselves the coveted title of Ultimate Player. It could be you - get ready to play!

For non-ultimate players, the Trident Pad costs £19.99 and the 256K memory card costs £6.99. You can call Logic 3 on (0181) 900 0024!



Mission: Impossible

The game might not be much cop, but it's got its share of tricky problems to overcome. Tricky, that is, unless you've got our help!

Mission: Possible

This guide will take you through the 'Possible' difficulty level. The 'Impossible' game is the same, only with tougher opponents and a few more objectives on each level. Why didn't we play through the game again on the harder level? Because we didn't like it that much, that's why!

MISSION 1: LUNDKWIST BASE

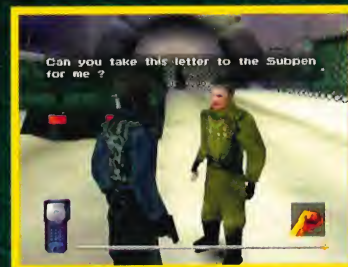
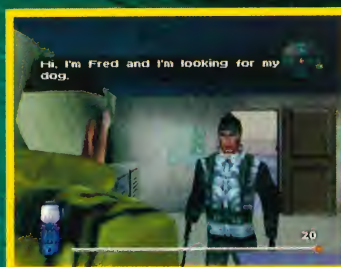
Objectives

- 1: Change identity
- 2: Find excuse for errand
- 3: Get to subpen with Clutter

Jump up the pile of crates by the fence and drop into the base. Head left to the first hut and go inside. If you've done this quickly, there will be an old bloke inside – if not, wait for him to return (he's probably gone

for a pee). After giving him a feeble explanation of your presence, blow him away and use the facemaker. Pick up the excuse from the desk.

Disguised as the soldier, go left as you leave the hut and head through the main gate, then go right. Give the excuse to the soldier hanging around the truck, then go down the alley to meet Clutter. Run to the back of the truck and jump in.



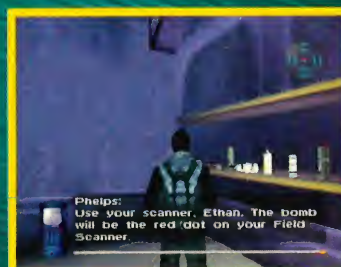
MISSION 2: SUBPEN

Objectives

- 1: Find magnetic mines
- 2: Give mine to Clutter
- 3: Join Dowey for getaway

Head for the red dot on the scanner to reach the pumphouse – inside, on a shelf at the back of the room, are the mines. Go out and find Clutter by following the green dot

on the radar. Once he's moaned about your poor choice of mines, head back to the dock and go down the steps – well, the ramp with poorly-drawn step-like lines – and use the mine when you're standing next to the gunboat. Then head for the green dot to jump aboard your escape craft as the place goes 'poof' behind you.



MISSION 3: EMBASSY FUNCTION

Objectives

- 1: Find facemaker
- 2: Find score
- 3: Find nausea powder
- 4: Find drink
- 5: Place smoke generators
- 6: Assume Ambassador's Aide's ID
- 7: Access restricted area

Talk to the couple in front of you until the man walks off – the woman is Sarah, your contact. Keep talking to her until she offers you the facemaker. Make sure there are no guards in the hall (if you're seen taking the facemaker, you'll be arrested) and get the gadget.

To find the score, first talk to the couple examining the portrait, then head for the ballroom and talk to the piano player. He'll whinge that somebody's nicked the score for the aide's

favourite tune. Go back to the couple, who are now sitting down, and talk to the man. He'll stand up and waffle on about you looking like a certain short-arsed, big-nosed film star. Ignore him and walk to his chair to pick up the score.

Go back to the ballroom and talk to the barman – he is Dieter, one of your agents. He'll give you a drink (which Ethan rather stupidly puts in his pocket!) and the nausea powder. You might have noticed a woman in red standing around. This is Scofield, the enemy agent who's been sent to kill you. To get rid of her, head for the toilets, select the blowpipe, and pop a dart in her eye before she shoots you. Once you've dragged her into the cubicle, close the door to make sure nobody spots her.

Now, head back to the ballroom and give the score to the piano player. The aide will come strutting down the stairs to listen to his beloved

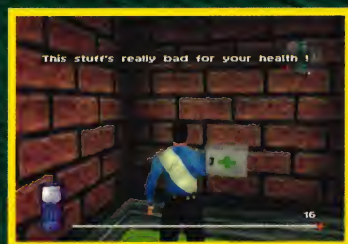
national anthem. Give him the poisoned drink, then follow him to the toilets as he rushes off to yak. Chin him, hide him in the other cubicle, then use the facemaker.

Next, you have to plant the smoke generators to prepare for your escape. The vents you need to plant them in are shown on the radar as white dots. Make sure that there aren't any guards watching when you drop them – again, if you're seen, you'll be arrested.

All but one of the vents are on the ground floor. The last one is at the top of the stairs, to the left. Plonk it in there, then run to the other end of the hall and enter the lift.



MISSION 4: EMBASSY WAREHOUSE



Objectives

- 1: Find exit key
- 2: Access KGB HQ

Exit the lift, deck the guard and steal his gun. You need the weapon to shoot out the many crates that block your path. Unfortunately, shooting the crates also releases toxic gas!

Temporary respite can be had by finding the first-aid boxes on the walls and eating the pills inside, but for protection you need a 'geek suit'. This is hidden in the crate marked with a biohazard symbol to the right after the first pair of large crates. Just walk into it and put it on for full Darth Vader/phone pest effect.

Taking care to pick off the numerous guards infesting the cellars (make sure you collect their



ammo – you'll need it) make your way around the level. Although you don't need to destroy the crates with the satellite parts on Possible level, they're a useful marker, as one of the guards near the crates will

drop the vital exit key when killed. The particular guard is chosen randomly, so you need to search until you find it. When you've got the key, go to the exit – it's the white dot on the scanner.

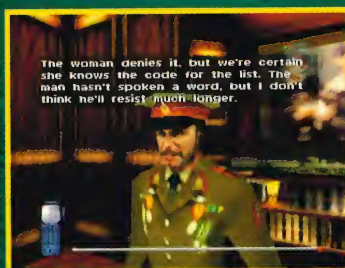


MISSION 5: KGB HQ

Objectives

- 1: Talk to Barnes
- 2: Find video freezer
- 3: Find facemaker
- 4: Find dartgun
- 5: Sabotage video link
- 6: Find exit passcard
- 7: Get transfer order
- 8: Escape with Candice

Go left as you leave the lift, passing the double doors with the guard outside, and enter the room at the

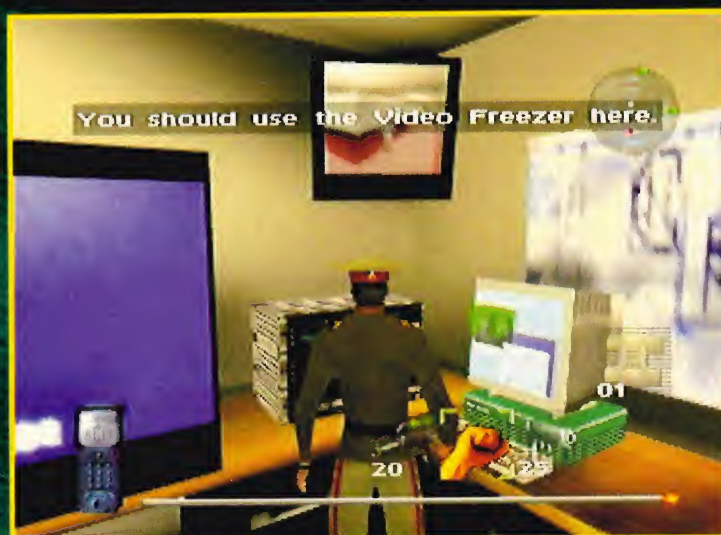


far end of the hall where you'll find Barnes croaking his last and building up his part. Leave the room, go left again and go to the room on your left at the end of the hall. Inside this storeroom, on one of the shelves, is the facemaker.

Leave the room, go back to the guarded door and talk to the guard – he will now let you in. Inside is the KGB security chief. Punch him out, hide his body behind the desk and use the facemaker.

Collect the dartgun from his desk, then leave the room. The guards waiting outside will believe his story that he's arrested the intruder and return to their normal duties. Go down the corridor ahead and enter the door on the right. Inside is Candice's cell and a guard. Pick up the video freezer from the desk, then return to the chief's office.

Go to the model train on the left wall. Push the button and the picture will slide back to reveal another button. Push it, then turn around and enter the secret room. Go in, take out both the guards, and pick up the exit passcard. Use the video freezer on the equipment in the corner, then exit the room, turn left as you leave the chief's office and continue round to the room with the white door.



▲ And there is this week's winner of the Subtle Hint Award.

Inside, talk to the man, who will give you the transfer orders. Go back to Candice's cell and give the orders to the guard. Once you've explained the situation, walk (don't

run – Candice can't keep up, and will be caught if she's unaccompanied) to the metal doors near the lift. Use the passcard on the card reader to escape.



MISSION 6: SECURITY HALLWAY

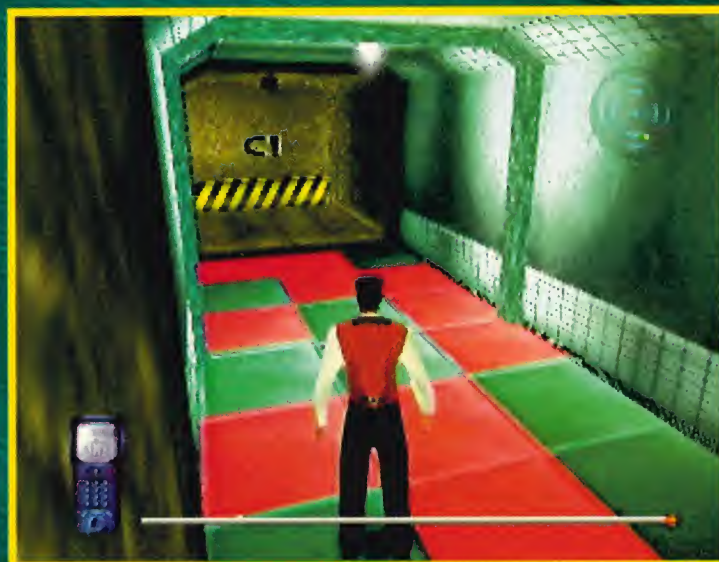
Objectives

- 1: Secure passage for Candice
- 2: Activate master switch

A very annoying level, but it's got to be done. The floor tiles are electrically charged – the dangerous

ones glow red for a short time. Since some of the five sets of electric floor change with each game, they can't be mapped – you'll need to be quick to get across before the glow fades.

Make sure that you kill all the guards as you go – if any are left alive, Candice will be captured. When you reach the end of the level, hit the master switch to turn off the floors. Candice will then join you.



▲ "Damn it! Forgotten my cashpoint number again."

MISSION 7: SEWAGE CONTROL

Objectives

- 1: Find super-computer
- 2: Protect Candice
- 3: Get NOC list
- 4: Escape

Mmmm, fruity smells. Go through the metal door when Candice opens it, shoot the guard and go left into the sewage plant. Hop onto the moving platform, ride it across and kill the guard in front of you. Hit the switch he was guarding to lower a

section of catwalk, then jump back on the moving platform and go down the newly-opened walkway. Turn left and go through the steel door, shoot the guard and hit the button. This will open up another walkway – leave the room and go all the way down the corridor ahead until you enter a small room.

Hit the button on the console to open the computer room door – this also starts a countdown, so you need to be quick. Head back to the

sewage plant, making sure you let Candice catch up with you every so often. Go back across the moving platform, zapping any guards who pop up, and go left as you leave the plant. The computer room door has opened on your left in the short brick passage. Go in, kill the guards, and run up to the computer.

Wait for Candice to arrive (she may have problems with a guard outside – if so, nip out and waste him) and get the NOC list, then head



back to the room where you started the level to escape.



MISSION 8: ESCAPE

Objectives (1)

- 1: Secure passage for Candice
- 2: Find the mask of Golytsine

Objectives (2)

- 1: Unfreeze video cameras
- 2: Assume Golytsine's identity
- 3: Find exit key
- 4: Escape with Candice

The *Goldeneye* left-over drone guns in the ceiling are now active – use the pistol to snipe them out from the end of each corridor. When you reach the control panel at the far end, wait for Candice to arrive – if you activate it too soon, she'll be fried by the electric floors.

Enter the room that opens up next to you. As the doors close, Candice will be captured, but you can worry about her later. Open the cabinet to get the mask, then smash the control panel next to it. The doors at each end of the room will



open and guards pour in. Shoot them all, then leave through the door you entered by. Go back up the corridor, and a guard will leg it from a room on the left. Ignore him for now – go into the room and help Candice. Head back along the security corridor and kill anything in

a peaked cap. One of them will drop the NOC list – pick it up, then go back to the double doors at the opposite end of the complex.

When Candice arrives, you'll find yourself back in KGB headquarters. Put on the mask, then race to the security corridor and grab the video

freezer. The next time you're caught on camera, this will implicate Golytsine. Leg it to the room with the white door, put one between the guard's eyes and swipe the exit key. Then just head for the smoking double doors and use the key to leave.



MISSION 9: FIRE ALARM

Objectives

- 1: Secure access to the lift
- 2: Find Jack
- 3: Dress as fireman
- 4: Give Candice fireman outfit
- 5: Escape the embassy

The embassy is in chaos as your smoke bombs fill the place with fumes. Shoot the two guards on the upper corridor, and Candice will hide in the lift. Go down the stairs and talk to one of the firemen – it's Jack in disguise. He'll race off to the toilets.

Try to avoid having any of the guards see you with Jack on the way to the lavvies – if they realise you're in cahoots, the jig is up! If you want to conserve ammo, you can use the fire extinguishers to kill the guards. "Ach, ze air, poisoned!"



▲ One of the two guards at the foot of the stairs is Jack.

In the bogs, talk to Jack to get the fireman's outfit, then (in your cunning disguise) go back to the lift and give the spare outfit to Candice. Assuming you haven't been discovered – you'll know if you have, as a message will warn you – you can just saunter out of the exit without a care.



▲ "Sorry, Ethan, I'm not wearing that. It's got peepholes, for God's sake!"

MISSION 10: INTERROGATION ROOM

Objectives (1)

- 1: Escape from interrogation
- 2: Pick up the equipment
- 3: Get into hallway

Objectives (2)

- 1: Get out of interrogation sector
- 2: Take free access print
- 3: Find sergeant for exit access
- 4: reach elevator to infirmary

Objectives (3)

- 1: Find the antidote
- 2: Distract attention
- 3: Find way to roof

The CIA obviously don't have much confidence in their agents – for successfully completing his assignment, Ethan is arrested on suspicion of being a traitor!

You start the level locked in a cell. On the wall with the door is a hard-to-see switch – push it to open the shutter hiding the window. When the

intercom sounds, activate it to talk to Candice, then get the gum from under the mug and use it on the window. Stand well back!

Climb out of the shattered window and collect all your kit, then head for the door. Outside, you have to sit through some exposition – when it's over, a countdown starts. You have ten minutes to escape the building.

Shoot the marine at the desk, then use the fingerprint scanner on him and press the button on the wall. The doors will open. Run through and race to the end of the corridor. Behind the crates to your left is a can of spray paint, which you can use to blind the security cameras. It goes without saying that you should also be nailing any guards you encounter!

Continue around the corridor until you find the last pair of marines at a door. Use the fingerprint scanner on their twitching bodies, then go back to the rotating door (the large diagonal barrier at one corner) and push the button twice to nip through into a small office area. Grab the empty gun from the desk and head for the next revolving door. On the other side is a geeky bloke at a desk. Drop him with the dartgun or a stunner before he can raise the alarm, zap the guard at the far end of the corridor, then switch to the empty gun and enter the small office. Threaten the fat bloke with the gun, and follow him to the double doors at the end of the corridor. When he's opened the door, stun him and go inside.

The drugged coffee now takes effect – just walking becomes a major effort. Go left into the lift, then close the doors and ride down to the infirmary level. Put away any weapons you may be holding, go in and talk to the nurse to your right. She'll helpfully give you the antidote. Once you're as right as rain, you need to create a



diversion. You have a choice – you can either push the button to slam the poor bloke on the bed into the ceiling, or rev up the running machine and send the other chap flying. Either way, the nurses will be suitably distracted and you can nip out of the window.



▲ "Look! It's the Goodyear blimp!" The old ones are always the best.

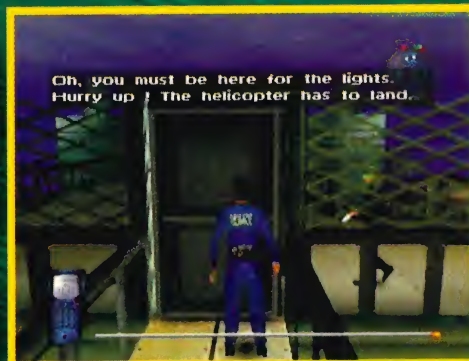


MISSION 11: CIA ROOFTOP

Objectives

- 1: Sabotage heliport lights
- 2: Find bag of equipment
- 3: Find zone digitcards
- 4: Fix lights
- 5: Paralyse helicopter with EMS
- 6: Enter security level
- 7: Find security level code
- 8: Meet Candice

On the roof, make sure you finish talking to Candice, then go around the corner with your dartgun out. Pop the guard and take his access card, then climb up the side of the guard post and head for the control box ahead. Turn off the electric floor, then head around the balcony to the next control box. This will switch off the helipad lights.



Drop back down and continue around, using the access card to open the gates. Nip into the guard posts to collect extra ammo as you go. When you reach the fence, climb up the guard post onto the next level, where you'll find the bag of equipment.

Use the bag and you miraculously and not at all suspiciously become a repairman. Put away your weapon and make your way to the first door you find. Enter it and you'll be magically teleported to the roof. Cross the bridge and wait for the guard to let you in.

Once inside, go down the ramp to the left, kill the guard and take anything he drops, and turn the power back on. Quickly head back up and run for where the helicopter is landing. Beyond the helipad is a control box – use the EMS to jam the radar and keep the chopper grounded.



Go down the other ramp and kill the guard to get his digitcard, then go through the door. At the end of the short passage, turn left to face the wall, aim your gun, then quickly sidestep into the open and shoot the guard. If you're too slow, you'll be arrested. Get his security card and go through the gate.

Around the next corner is a stack of crates. Climb to the top, shoot the guard on the next level, then use the infra-red contact lenses to see the laser beams. Use the deflector to open a gap in the beams, then drop down and go left.

Around the corner is a security post. Climb the crates and leave the camera on top of them to watch the code panel, then go back around the corner and wait until you get the 'code obtained' message. Go back, collect the camera, and enter the building to meet Candice.

MISSION 13: ROOFTOP ESCAPE

Objectives

- 1: Switch on the computer
- 2: Get the NOC list
- 3: Escape

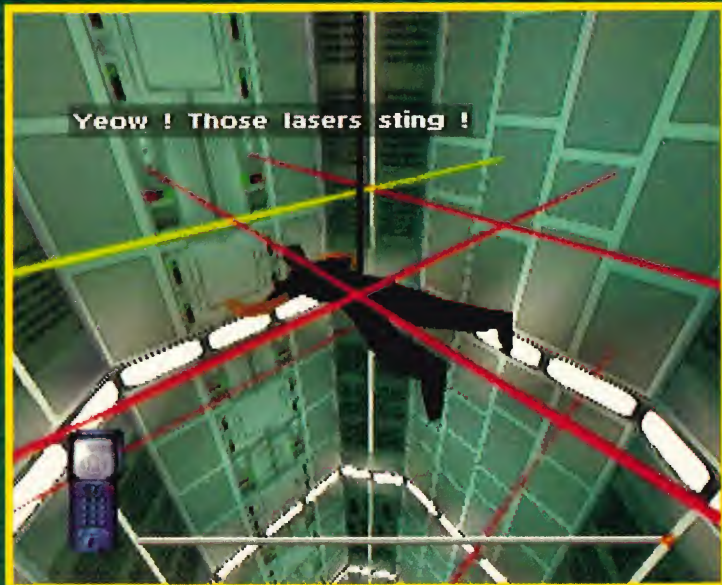
Oh joy, *this* bit. Be prepared for intense frustration! First change the camera angle with the C-buttons so you can judge the

perspective, then carefully lower yourself. If you keep the stick pushed forward so you descend head-first, you minimise your chances of being singed by a laser.

When you reach the yellow laser beams, hang just above them for a moment and they'll obligingly move aside. Drop past quickly, even if this means taking damage. There are three yellow lasers in all.

At the bottom of the shaft, you'll be told when you're at the right height to reach the card reader. Turn around so you're facing the door, then swing back and forth until you can reach it. It can take quite a while to get the rhythm right – either be patient, or throw the cartridge in the bin! Once you've reached the card reader and locked the door, lower yourself slightly until you get the message that you're at the right height. Turn to face the computer, then swing again until you reach it. Now you just have to wait for the cutscene to run its

course – the instant you can move, head back up to the top of the shaft before you get caught!



▲ If only the CIA had used a password system instead of a screensaver...

MISSION 13: ROOFTOP ESCAPE

Objectives

- 1: Join heliport
- 2: Deactivate EMS
- 3: Escape with helicopter

It's bizarre use of the English language time with these objectives! Put in the IR lenses, then jump over the railings (taking care not to land near a guard and get arrested) until you reach the laser level. Find the crate next to the beams, climb up it and jump over the lasers. You may take damage, but you'll survive. Go right and plant some gum on the pipes to create a diversion, then either run and shoot your way back to the narrow passage, or take the long way around to avoid trouble. There is a guard right around the corner at

the far end of the passage, on the other side of the door – carefully sidestep until he's visible, then shoot him before he arrests you.

Run up to the heliport ('join' it, if you will) and go to the control panel. Get the EMS, then use it again to 'deactivate' it. Run to the helicopter and climb aboard as it takes off. Freedom!



▲ "Gee, it'd be terrible if we crashed in this amazingly thick fog, wouldn't it?"

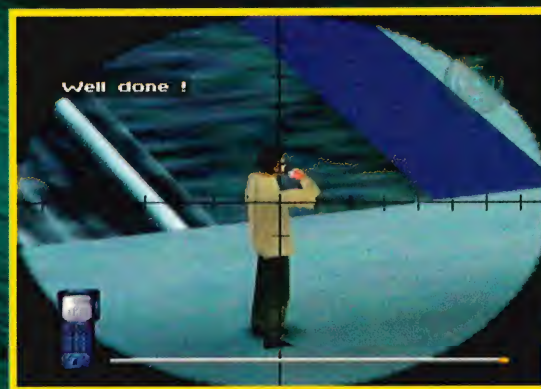
MISSION 14: STATION

Objectives

- 1: Protect Ethan
- 2: Take the train

The one good bit of *Mission: Impossible!* Arms dealer Max has double-crossed Ethan, so, as a pair of snipers in the rafters of Waterloo station, you have to take out her many, many henchmen and women so that Ethan can reach the train.

Use B to switch between snipers when your view is blocked. The only thing you need to do is be careful not to shoot any civilians, or it's game over!



► As if Waterloo station weren't bad enough already with all the dossers, now it's full of assassins!

MISSION 15: TRAIN CAR

Objectives

- 1: Neutralise Max's henchmen
- 2: Meet Candice
- 3: Find switch to block exits
- 4: Knock out Max's bodyguards
- 5: Stop Max and seize NOC list
- 6: Defuse Max's backup plan

The game turns into *Virtua Cop* (only not as good) as you fight your way through the train. You have to kill all of Max's goon squad, so make sure you collect any ammo they drop and try to take them out with a single headshot to save time.

When you find Candice, she'll give you a gizmo that lets you block off the rear half of the train (in other words, saves memory by chopping the level into two separate halves – cunning, huh?) Push the button, then go through the door. Don't kill the dork blocking your path – just talk to him and he'll move aside.

At the far end of the carriage, on the left, is a train attendant. Talk to him, beat the crap out of him (sorry, mate) and use the facemaker to disguise yourself. Put away your



gun, and you'll be able to wander through the hit squad in the next carriage with impunity. Max is in the end compartment – lob the gas canister inside, stand back as she's knocked out, then pick up the detonator and NOC list. A countdown will start, but you don't need to worry – yet.

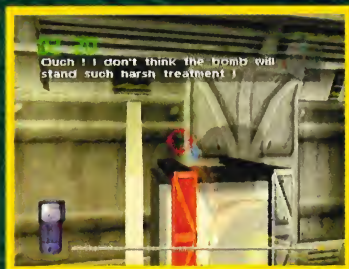
The next carriage houses a bar, but Jim Phelps's mind isn't on duty free – he's revealed as the traitor! Unfortunately, everyone in the bar is on his side. Kill them all and follow Phelps into the baggage car. Kill his henchmen, then pick up the blowtorch and liquid nitrogen – gee, kinda convenient that they were just lying around – and go to the safe at the far end.

To open the safe, first of all use the blowtorch on one hinge, stopping when it turns red-hot



(heat it too much and the bomb – and train – will explode), then spray it with liquid nitrogen until it shatters. Repeat this on the other hinge, then open the safe and use

the detonator to deactivate the bomb. After this, just go back and finish off Max's remaining thugs to complete the level.



MISSION 16: TRAIN ROOF

Objectives

- 1: Catch Phelps

Nerve-wracking zoomph action – not! Considering it's the climax of the story, this is pretty weak, but here goes anyway. Taking care not to touch the electrified pantograph arms on the raised sections, make your way down the train. Shoot the first goon and pick up his handy pocket-sized rocket launcher, then use this (carefully – ammo is limited) to take out the cars and helicopters carrying Phelps's seemingly infinite army of associates. Occasionally, a helicopter will buzz the length of the train and try to knock you off – either duck or move to one side.

When you reach the last carriage of the train, or it enters the Channel Tunnel, Phelps jumps onto the skids of a helicopter. When this happens, you have less than 20 seconds to bring down the chopper before he escapes.



▲ Train surfing, the new adrenaline rush for the next millennium!



MISSION 17: SUBPEN

78

**Objectives**

- 1: Get the AF Scrambler
- 2: Get the mine
- 3: Bring Clutter AFS and mine
- 4: Get the gas injector
- 5: Get the RC detonator
- 6: Get the explosives
- 7: Sabotage the pump house
- 8: Regroup on the comm building

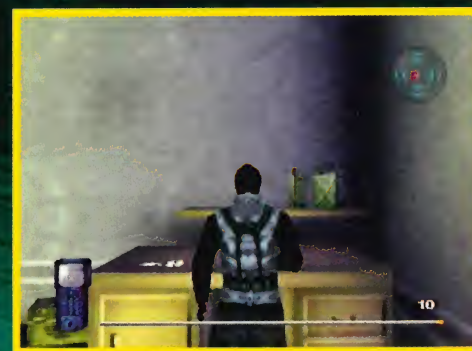
Back into action for a rather dull follow-up mission. Max's associates are completing an arms deal at the submarine base you infiltrated at the start of the game, and it's up to the IMF to stop it.

From your drop point, go around the dock to the right and climb up the crates to get the AFS, then go to each of the red dots on the radar in turn to collect the other four pieces of your

scattered equipment. When you've got it all, go back to the dock and give it to Clutter, then head for the pump house (you visited it in the second mission). One of the useless berks on your team will complain that he's lost his wirecutters – oh no, catastrophe! Cancel the mission for the loss of a pair of scissors! Luckily, there's a pair in the pump house, at the back. Once you've got them, drop your explosives in the pump room and go around the back of the building to deliver the precious wirecutters before using the detonator to destroy the pumps.

Head for the communications building (it's got a huge golf ball on the roof, so you can't miss it) and climb up the crates at the side. Your team are involved in a shootout. Help them out, and they'll jump onto a passing truck and escape. Before you can escape yourself, you need the night

vision goggles – these are in a hut full of terrorists! Once you've found them, climb back onto the roof of the comm building and jump onto the next available truck.



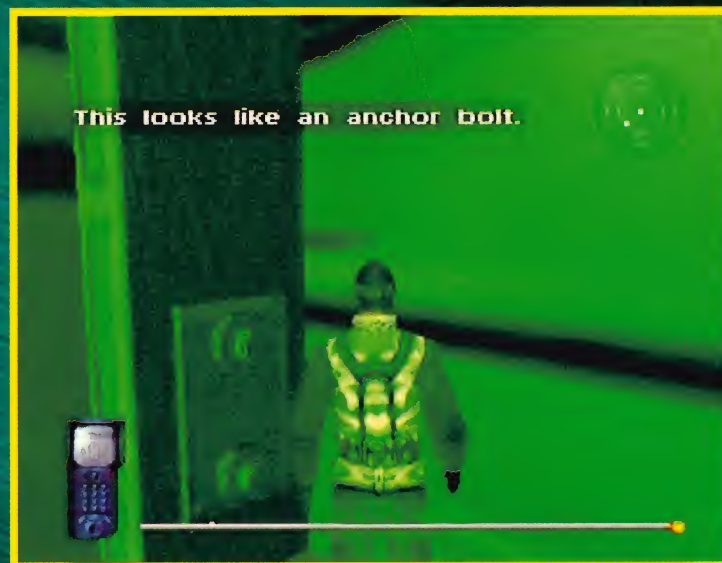
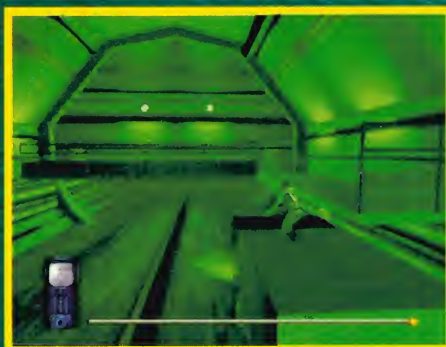
MISSION 18: TUNNEL

Objectives

- 1: Find explosives
- 2: Sabotage anchor bolts

Ribbit! It's *Frogger*! Jump over the chains and duck under the ventilators and lights, and make sure you leap onto each platform before you get scraped off on the supports. The explosives are at the end of the first platform, so don't miss them.

The anchor bolts are easy to find – there's one at each side of the supports. Drop some explosives on each one, go through the door and take out any guards you may encounter, then jump onto the next truck. Repeat the sequence until all the anchor bolts have been mined, then hop aboard a truck and leave the tunnel as it explodes.



▲ Yup, it's bolt-shaped, it's anchoring something... good work, Sherlock!

MISSION 19: MAINLAND

Objectives

- 1: Find explosives and plastic
- 2: Sabotage power plant
- 3: Cut off camera power
- 4: Take on accountant's ID
- 5: Get briefcase from bunker
- 6: Sabotage briefcase
- 7: Bring briefcase to deal
- 8: Blow away helicopter
- 9: Escape on gunboat with Clutter

Head for the white dot on the radar, which is a hole in the fence – go through it and jump onto the tunnel mouth to cross the river. On the other side, climb up the crates on the roof of the building, shoot the

guards and drop down. Head for the green dot and Clutter will give you the explosives. To get back across the river, look for the hole in the fence to the right of the building and climb back to the roof.

The power plant is the collection of towers and transformers – head left after crossing the river. Drop the explosives here, then go behind the small guard hut to the box on the wall – this is the circuit breaker. Stick the plastic explosive to it, then shoot it to knock out the video cameras and searchlights. As a parting shot, get clear then detonate the explosives to wipe out the power plant.

Go into the hut you passed on the way from the river (there's a video camera over the door) and kill the accountant. Pick up his ID and use the facechanger, then put away any weapons. Cross the river again, traverse the building, and this time go in through the front door. The guard will wave you through. Use the accountant's ID to

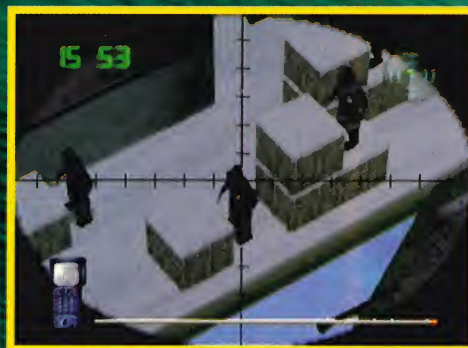
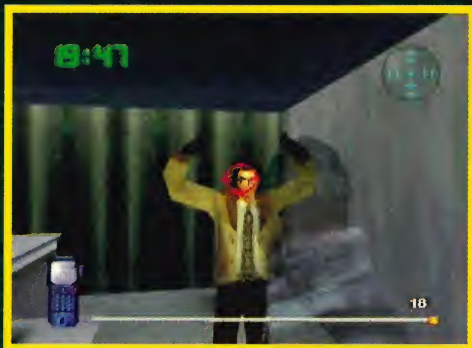


▲ It's probably still more comfortable than flying American Airlines.

open the vault, then go in and blag the briefcase.

Go back to Clutter and he will, in a microsecond, rig the briefcase with a bomb. Continue past him to the helipad and follow its occupants into the building. Make the deal,

and wait until everyone has left the room. Switch to the sniper rifle and pick off the guards behind the building. The helicopter will explode just after takeoff – once it's in bits, wait for Clutter to arrive, then go to the gunboat and escape.



MISSION 20: GUNBOAT

Objectives

- 1: Escape enemy base
- 2: Destroy gas factory

Destroy everything in sight! Yaaargh! Use the gunboat's twin cannon to blast everything on the sides of the river, targeting bunkers and gun emplacements first, and also picking off any mines when Clutter yells a warning. Two other gunboats will try to block you – just pump a couple of dozen rounds into their cabins and they'll quickly pay a visit to Davey Jones's Locker. Near the end of the river, two high walls mark the boundary of the gas plant. Pick off the gun turrets, then keep firing at

the walls and chimneys until they cave in. Once the whole complex is in ruins, the world is saved and Ethan Hunt gets to snog the heroine atop a submarine. Woohoo!



▲ Young Laurence Fishburn was listening to a tape from home when... aaargh!



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JACK CUP

Track 1: Mute City

Description: A track for beginners, wider than the M25 with huge, unmissable boost chevrons and a small jump over a gap near the end of the circuit.

Tactics: Just stay in the middle of the track and hit all the boost chevrons. You'd have to be really incompetent to fall from the jump – take it at full speed.



Track 2: Silence

Description: A simple oval, although its corkscrew nature does liven things up a bit. There are no sharp curves, so speed is the most important factor.

Tactics: Nothing much to say, really. Just make as much use as possible of the boost chevrons on the long straights and make sure you hit the recharge strips.



Track 3: Sand Ocean

Description: Welcome to the wild world of tunnels! Sand Ocean has two tubular hells to play in, with a couple of fairly sharp turns between them.

Tactics: It's tempting to go mad and spin around in the tunnels like a game of *Tempest*, but there's a good chance you'll shoot off the track when you emerge! Stay on the bottom.



Track 4: Devil's Forest

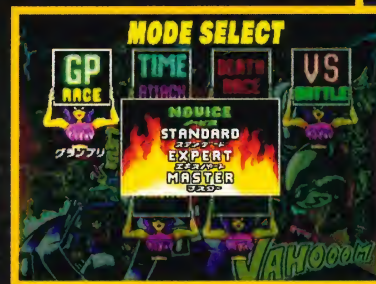
Description: Not a tree in sight, but plenty of dirt that slows down your hovercar (?). Just after the start is a nasty hairpin where it's all too easy to hit the sides.

Tactics: The long corkscrew straight is a good place to use full boost and overtake the pack, but watch out for the dirt-covered sharp turn at the far end.



Master Class

Initially, there are three difficulty levels – Novice, Standard and Expert. To open up the Joker Cup you need to beat the three other Cups on Standard difficulty; to get the X Cup all three Cups must be beaten on Expert; and as the ultimate challenge, to get the Master difficulty level you need to beat all the Cups on all three difficulty levels!



Track 5: Big Blue

Description: This track introduces the magnetic tube, which twists more than a boogying snake. You can ride on any side of it, but go too fast and you'll fly off!

Tactics: The tube has a series of boost chevrons around it, so keep circling and try to hit as many of the chevrons as possible. Only use your own boosters on the inside of its turns.



Track 6: Port Town

Description: Several sharp turns, a chicane, a patch of ice and a huge jump – this is by far the toughest track to get your car around in the Jack Cup!

Tactics: Before the chicane, go as far right as you can and then nip past the inner corners. On the jump, after being boosted skywards use the stick to angle your car in mid-air.



QUEEN CLIP

Track 1: Sector 3

Description: Much of this track sees you racing along the ceiling! It's quite a wide circuit, so the section where it suddenly narrows can come as a shock.

Tactics: Another circuit where speed is the most important asset. The narrow section is about halfway around – if you're aggressive, other cars can be rammed into the walls.



Track 3: Devil's Forest 2

Description: A rather bumpy track, with a series of humps that can send racers off the track if they're not concentrating and some tricky turns just before the recharge strips.

Tactics: Careless use of the boost on the main straight can send you flying, so keep it in reserve for the shorter straights towards the end of the lap.



Track 2: Red Canyon

Description: From above it looks like a boring rectangle, but when you're racing it's a constricted series of long jumps with little room for manoeuvre and less for error.

Tactics: The tightness of the track means a lot of the other racers will try to fight instead of race. It's all but impossible to get ahead until you gain boost power on lap two.



Track 4: Mute City 2

Description: A series of sharp turns early in the lap lead into a new trick – ramps! You need to use these to avoid dangerous bottlenecks, but they have their own dangers.

Tactics: If you get hit from the side as you go onto a ramp, you're in trouble, but crowded tracks can cost you a lot of energy in the bottlenecks. Your choice...



Mad Machines

Choosing the right car is very important to winning at F-Zero X. Although their performances are broadly similar, there are some that stand out above the others – and a few definite dogs!

Each car is rated according to three characteristics – body, boost and grip. A low boost can be compensated for on the car setup screen, and good driving goes a little way to counteract bad grip... but a car with a poor body score is going to be wiped out the first time it gets into a traffic jam!

TOP CARS: Blue Falcon, Wild Goose, Deep Claw, Mad Wolf, Super Piranha
NAFF CARS: Red Gazelle, Great Star, Wonder Wasp



Track 5: Big Blue 2

Description: Twistier than a contortionist's intestines, Big Blue 2 is also the first time a track has sections with no barriers. Hit the boost chevron in a crowd and you're gone!

Tactics: Don't take any risks on the open section – it's very easy to fall off – unless you're feeling confident enough to try using the spin attack on other drivers.



Track 6: White Land

Description: The tight turns in the tunnel followed by patches of dirt are bad enough, but when they're followed by long barrier-free stretches and huge jumps...

Tactics: The open sections are longer and narrower than before, so avoid conflict. On the jumps, control your pitch carefully so you don't fall through the gaps.



KING CUP

Track 1: Fire Field

Description: Mad! Multiple boost chevrons hurl you into a massive jump over a sea of lava, and there's a small hump that can easily catch you unawares.

Tactics: Using your boost on the big jump can send you over the rest of the racers! Keep the nose down on the hump near the end or you may go right over the edge.



Track 2: Silence 2

Description: The long narrow spiral looks imposing, but stay away from the barriers and it's easy enough. Dirt patches and an evil open section are the main problems.

Tactics: A lot of energy can be lost by scraping the barriers, so be careful. The open section rolls a lot, but once past its first turn it's fairly safe.



Track 3: Sector B

Description: A huge, open-sided loop dominates the first half of this course, followed by dirt banks and a narrow spiral that requires constant steering adjustments.

Tactics: There's a jump to watch out for before the first loop. Only the brave should try attacks on the open sections. There are mines just before the recharge strips – be warned!



Track 4: Red Canyon 2



Description: This twisting track is incredibly narrow – even the recharge strips are wafer thin! Gradual attrition of energy is the main danger.

Tactics: Brute force and car strength are your best bet for getting ahead, as there are only two sections of track wide enough for normal overtaking.

Track 5: White Land 2

Description: Most of the track, apart from the start-finish straight, is a long, twisting halfpipe. Build up too much momentum and you'll be flung into infinity.

Tactics: Stay as close to the base of the halfpipe as possible, and avoid sharp turns – use the R and Z buttons to sideslip with gentle stick movements.



Track 6: Mute City 3

Description: Lots of right-angle turns and open sides, but this course isn't as difficult as it looks because the track is nice and wide. Jumps can help you get ahead.

Tactics: Use R and Z while turning to snap around the corners quickly. Corners can be cut by using the jumps, but you need careful control of your craft in the air.



JOKER CLIP

Track 1: Rainbow Road



Description: This psychedelic course has long open sections, but the track is wide and fairly forgiving. The big danger is the minefield around the recharge strips!

Tactics: Despite rumours to the contrary, nobody's yet managed to cut out sections by jumping from the track as in *Mario Kart*! Winning is easy enough without going mad...



Track 2: Devil's Forest 3

Description: A course that loops back on itself from above – it looks weird, but isn't too hard to get around. Just watch out for open sections after some corners.

Tactics: There's not really a lot to worry about. Reserve your boosters for the short straights, and make sure you leave the short tubular tunnel at its bottom!

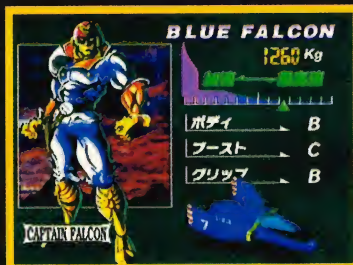


Set Me Up

Before each race, you are given the chance to adjust the car's set up. Since this is in Japanese on the import game, a little help might be needed!

The slider sets the balance between acceleration (left) and speed (right). On tracks with lots of tight turns, rapid acceleration is a bonus, but if there are plenty of long straight sections then a higher top speed is best.

Although the default centre setting works well enough most of the time, we found that moving the slider



about three stops to the right produces an excellent setting for nearly all tracks.

Remember, on this screen you can also change the colour of your car by pushing R!

Track 3: Space Plant

Description: A nasty little circuit that sees the return of the magnetic tube, only this time it's even harder to cling to. There are also ice strips in the middle of the track and tiny recharge strips.

Tactics: As before, stay on the inside of curves when riding on the magnetic tube. Take care at its start and finish, as you can miss it entirely!



Track 4: Sand Ocean 2

Description: The ocean may be sand, but it'll still make you seasick! Despite its switchback nature, however, there's very little here to worry about.

Tactics: Lots of tight turns and a narrow tunnel do little to prevent this from being a straightforward racing blast. Put the hammer down and enjoy the ride!



Track 5: Port Town 2

Description: Traffic tends to cluster on the tight corners, causing trouble for cars with a weak body rating, and there's dirt everywhere. Messy!

Tactics: Attack is often better than defence when loads of cars are battling on the same corner – if you've got enough energy, it's worth taking a chance on a spin attack.



Track 6: Big Hand

Description: A course of pure evil! It looks like, yup, a big hand, but its long open stretches and vast slabs of ice make it the toughest track you'll find.

Tactics: Steer on the ice and you'll just go flying. Instead, line up with the exit before you cross the ice and then coast across it without touching the stick.



X CUP

Each of the six tracks in the X Cup is created randomly by the N64 every time you play, so they're never the same twice! Although they aren't usually as tricky as the normal tracks, they can still take you by surprise.



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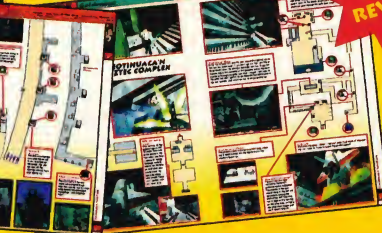
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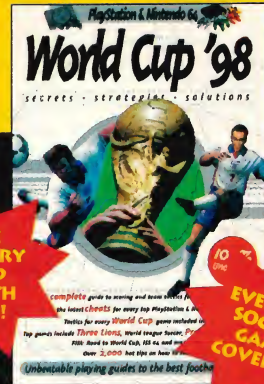
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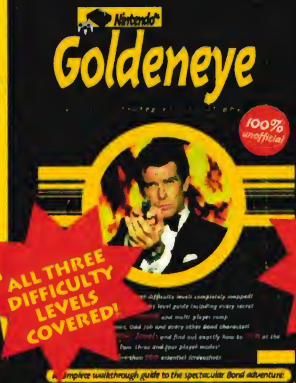
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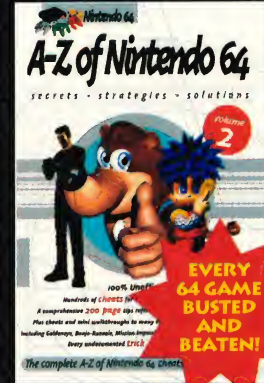
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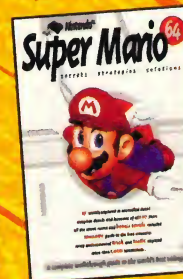
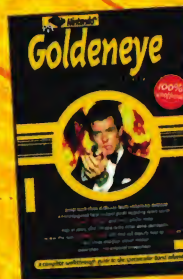


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64

nindex

If you're thinking of buying an older N64 game, check it out in the Nindex first!

64 MAGAZINE AWARDS

90%
and above

If a game gets a 64 Sizzler, then it's a game that's well worth buying.

95%
and above

The Gold Medal only goes to those few games that you absolutely *must* own!

1080° SNOWBOARDING



PUBLISHER: Nintendo REVIEWED: Issue 12 PRICE: Import

A very playable and polished snowboarding simulation from the team that created *Wave Race*, with an absolutely superb control method that is probably the most realistic in any sports game ever. The realism and graphical excellence has a price, though; there are only six race courses. However, *1080° Snowboarding's* stunt modes should help most people get over this.

80
percent

AERO FIGHTERS ASSAULT



PUBLISHER: Video System REVIEWED: Issue 15 PRICE: £59.99

A distinctly poor attempt to do an air combat game on the N64, from the makers of *Pilotwings*. Although the planes themselves are well-modelled, the game as a whole is appallingly slow, with massive borders. It also suffers from badly thought out level designs where the bosses can be attacked right from the off, meaning some stages can be over in moments. Complete rubbish.

20
percent

AERO GAUGE



PUBLISHER: ASCII REVIEWED: Issue 15 PRICE: £59.99

Envious eyes looked upon the PlayStation and the success of Psygnosis's *Wipeout* games. A plan was set in motion – clone *Wipeout* for the N64. The bad news was that the cloning process was faulty, bringing a monster into the world! *Aero Gauge* is a spectacularly bad game – it's grotesquely limited in scope, lacking in speed and has the world's worst pop-up effects.

40
percent

AIRBOARDER



PUBLISHER: Human REVIEWED: Issue 14 PRICE: Import

Office – in fact, general – opinion was divided over this game. Either you really like it, or you really hate it. It's definitely one that you should try before you buy. The game itself is a hoverboard simulation (that is, if you can simulate something that doesn't exist) played out over a number of bizarre courses. Incrementally addictive or boring as hell? You be the judge.

80
percent

ALL-STAR BASEBALL '99



PUBLISHER: Acclaim REVIEWED: Issue 16 PRICE: £59.99

Although you might not be thrilled about playing baseball, *All-Star Baseball* is worth checking out if only for its astonishing visuals – the whole game is in high resolution, and looks incredible! Even more amazing is the fact that it's also very playable, thanks to an easy-to-use control method and options that let the N64 handle the tricky bits until you get used to them. Well worth investigating.

89
percent

ART OF FIGHTING TWIN



PUBLISHER: Culture Brain REVIEWED: Issue 10 PRICE: Import

The N64 has not, to date, been blessed with any beat-'em-ups of the standard of *Street Fighter*, *Tekken* or *Virtua Fighter*. However, *Art Of Fighting Twin* manages to get a few punches in. The 'Twin' part of the name comes from its two modes – Normal or Super-deformed. Some entertaining battles can be had, though it relies too much on easily-performed super moves.

72
percent

AUGUSTA MASTERS '98



PUBLISHER: T&E Soft REVIEWED: Issue 16 PRICE: Import

How hard can it be to produce a decent simulation of golf, a game where there's only one object moving at any one time, and it sticks strictly to the laws of physics? Very, very hard, if *Augusta Masters* is to be believed. Abysmal controls perfectly complement the wonky flight of the ball and garish visuals. Liable to make real golfers spit their G&Ts over their diamond-pattern pullovers.

25
percent

AUTOMOBILI LAMBORGHINI



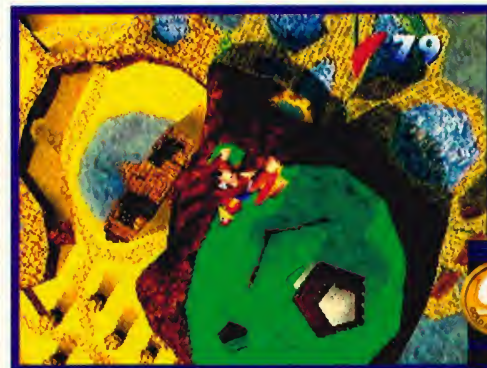
PUBLISHER: THE Games REVIEWED: Issue 8 PRICE: £54.99

Titus's racer tries to give the sensation of head-to-head duelling in expensive supercars, but doesn't quite succeed. There isn't enough of a sensation of speed to make you believe you're really hammering along in a Lamborghini. Having the cars race in a pack rather than being spread out does make things interesting, though, and the four-player mode provides some excitement.

68
percent

BANJO-KAZOOIE

Publisher: Nintendo/Rare Reviewed: Issue 16 Price: £49.99



Proving again that it is possible to beat Nintendo at its own game, Rare's latest is a stunner that you'd be a fool to miss. With nine massive worlds to explore and a toughness that belies its cutesy look, *Banjo-Kazooie* is one of the best games you can get for the N64 – it makes Mario 64 look really old hat!

64
percent

95
percent

BIO FREAKS



PUBLISHER: Midway REVIEWED: Issue 15 PRICE: Import

The search for a truly great N64 beat-'em-up is now near an end, with *Bio Freaks* being a massive improvement over all that have gone before it. Although it suffers a little bit from the slightly stop-start gameplay that seems to be a characteristic of Midway fighters, the addition of flight, guns and severed limbs makes *Bio Freaks* a very entertaining (and bloody) experience.

82
percent

BLAST CORPS



PUBLISHER: Nintendo REVIEWED: Issue 3 PRICE: £59.99

One of those games that defies categorisation, *Blast Corps* is best described as a combination of a racing game and a puzzler. A nuclear missile carrier is rolling towards destruction – you have to use a variety of vehicles to clear a safe route for it. It's destruction on a massive scale and good fun, though not that long-lasting unless you're into exploring every square inch.

80
percent

BOMBERMAN 64



PUBLISHER: Nintendo REVIEWED: Issue 9 PRICE: £49.99

On the SNES, the multiplayer game made this a classic. On the N64 the Battle mode is a profound flop, but the one-player game almost compensates. *Mario*-style landscapes present puzzles to be solved – not by running and jumping, but with careful placement of bombs! It's a game that grows on you, but it'll never have the appeal of its 16-bit ancestor.

80
percent

BOMBERMAN HERO



PUBLISHER: Hudson Soft REVIEWED: Issue 15 PRICE: Import

There's a weird yin-yang karmic balance thing going on with the *Bomberman* games – as Hudson Soft put more effort into the one-player game, the multiplayer side of things gets neglected until we arrive at *Bomberman Hero*, with no multiplayer game at all! What madness is this? Without a battle game to back it up, and with stupidly easy levels, this is a complete waste of time.

52
percent

BRAVE SPIRITS WRESTLING



PUBLISHER: Hudson Soft REVIEWED: Issue 12 PRICE: Import

The N64's second wrestling game after *WCW Vs NWO*, and it suffers in comparison. Although the look of the game is a lot clearer, with the wrestlers looking particularly solid, where *Brave Spirits* (or *Tohkon Road*, if you prefer) falls down is in the gameplay, which isn't anywhere near as flowing as *WCW*. The obscure Japanese wrestlers don't help much either!

65
percent

BUST-A-MOVE 2



PUBLISHER: Acclaim REVIEWED: Issue 15 PRICE: £49.99

Simple graphics. Infuriating chirpy sound. Uncomplicated gameplay. A high price when compared to the identical PlayStation and Saturn versions. So how come *Bust-A-Move 2* got such a high mark? Because it's just insanely playable, that's why! Even as a single-player game it's fun, but get a mate to compete with you in some bubble bursting and you'll never put it down!

91
percent

CHAMELEON TWIST



PUBLISHER: Ocean REVIEWED: Issue 10 PRICE: £59.99

One of several *Mario* clones that the N64 has thrown up, the only innovation here being that the central character uses his prehensile tongue to haul himself around and destroy enemies. A stupid camera system which makes it hard to follow the action lets the game down badly, as does its astonishing easiness – the game can be completed in next to no time.

64
percent

CLAYFIGHTER 63½



PUBLISHER: Interplay REVIEWED: Issue 8 PRICE: £59.99

Worst game on the N64 without a doubt, and a strong contender for worst game of the decade. Aside from some mildly imaginative 3-D backgrounds, there isn't a single thing about this game that rises above the level of 'abysmal'. Fuzzy, jerky graphics, inept and clumsy controls and the most annoying sound effects since the last Jim Carrey film make this a true curler.

08
percent

CRUIS'N USA



PUBLISHER: Nintendo REVIEWED: Issue 10 PRICE: £34.99

One of the N64's earliest games, dredged up for some unaccountable reason nearly 18 months later for a UK release. Even those desperate for new games should avoid this – it might have a very low price for an N64 title, but it's also got a very low quality level! Shockingly inept stuff that makes even *Multi Racing Championship* look like a polished diamond.

22
percent

DARK RIFT



PUBLISHER: Vic Tokai REVIEWED: Issue 4 PRICE: £59.99

Blah blah blah dimensional rift. Blah blah blah fighters from all time zones brought together. Blah blah blah battle for ultimate power. A tedious scenario that is perfectly suited to this tedious game. It might have attractive and quite smooth visuals, but the gameplay is both boring and derivative of other, far superior, games. As bland as a meal of Cream Crackers.

47
percent

DIDDY KONG RACING



PUBLISHER: Rare REVIEWED: Issue 7 PRICE: £49.99

Putting Nintendo's own *Super Mario Kart* to shame, Rare's huge racing-slash-exploration game provides some genuinely stunning visuals, great multi-player action and challenging tracks. Even when you've completed it there are still more secret levels to discover! If you can live with the over-cutesy characters, this is the one racing game that you really need to have.

86
percent

DOOM 64

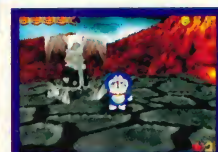


PUBLISHER: GT Interactive REVIEWED: Issue 1 PRICE: £59.99

Not a bad attempt to update the classic-but-elderly PC game, with all-new levels and redesigned monsters to annihilate in an orgy of blood and guts. Although it's been outclassed by *Goldeneye*, the no-nonsense gameplay of *Doom* should still have appeal for those who want their killing spree unencumbered by the need for any troublesome thought or subtlety.

70
percent

DORAEMON



PUBLISHER: Epoch REVIEWED: Issue 3 PRICE: Import

The first attempt to copy *Mario 64*, which is... well, a copy of *Mario 64*, only with the (very) slight difference that you can choose between five characters with marginally different abilities. Well, woo-hoo. There's lots of Japanese text so puzzle solving becomes a matter of trial and error, but since the puzzles are so straightforward it's really just a trial. We say Don'traemon.

30
percent

DUAL HEROES



PUBLISHER: Hudson Soft REVIEWED: Issue 9 PRICE: Import

Even the N64's staunchest supporter will admit that in the field of fighting games it comes absolutely bottom of the world, and *Dual Heroes* just rubs it in with sandpaper. Any beat-'em-up that requires absolutely no skill whatsoever to defeat is not going to hold the interest, and the colour scheme the game uses is like being stabbed in the eye. Stop the insanity – avoid this game.

20
percent

DUKE NUKEM 64



PUBLISHER: GT Interactive REVIEWED: Issue 7 PRICE: £59.99

The gravel-larynxed hero of the PC sticks his Docs onto the N64, with creditable effect. Although *Duke Nukem 64* looks rougher around the edges than *Goldeneye*, it boasts more levels and a refreshingly lax attitude to collateral damage. Despite it being an 18 certificate, Nintendo have nevertheless insisted on cuts (no more booze or nekkid babes), but it's still entertaining.

84
percent

EXTREME G



PUBLISHER: Acclaim REVIEWED: Issue 7 PRICE: £49.99

Take on a trackful of hi-tech bikers in this dementedly fast futuristic racer. An array of weapons and the option to have up to four players compete on either the rollercoaster racetracks or the confined battle arenas adds to the fun. Probe Software's attempt to out-wipeout *Wipeout* does a fine job, although some of the twisting courses do involve more luck than skill.

80
percent

F-ZERO X



PUBLISHER: Nintendo REVIEWED: Issue 16 PRICE: Import

After a long delay, Nintendo's futuristic racer finally arrives – and blasts past faster than anything you've ever seen before. The low-detail but ultra-smooth visuals pale beside the superbly precise control system, which keeps you in full command even at 60mph through a chicane. 24 tracks, 30 vehicles and even a random track creator mean this will last for ages.

90
percent

F1 POLE POSITION



PUBLISHER: Ubi Soft REVIEWED: Issue 6 PRICE: £59.99

Return to the ancient days of 1996, when Damon Hill actually stood a chance of winning races, in this Formula One simulator. It's actually a slightly improved version of the Japanese *Human Grand Prix*, but some of the fundamental problems of the original – like unrealistic car handling and a lack of believable crashes – still remain, hampering enjoyment.

63
percent

FIFA 64



PUBLISHER: EA Sports REVIEWED: Issue 2 PRICE: £29.99

Hhhhuurkhh-htuii! Footballers are well known for their gobbing – and the chances are that they're thrutching their phlegm at this. *FIFA 64* is a truly horrible football game, as thrilling as the Chelsea Pensioners' Sunday League and as realistic as William Shatner's hair. Even wholesale price cutting couldn't help it. Luckily, the sequel is a drastically better proposition.

20
percent

FIFA: ROAD TO WORLD CUP '98



PUBLISHER: EA Sports REVIEWED: Issue 9 PRICE: £59.99

A vastly improved follow-up to *FIFA 64*, *FIFA '98* remembers to include little game-enhancing things like realism and playability. The players now respond to your actions, for a start. A hugely comprehensive management option makes this the definitive choice for budding Glenn Hoddles, though in terms of gameplay *ISS 64* still just slots the winner home.

80
percent

FORSAKEN



PUBLISHER: Acclaim REVIEWED: Issue 14 PRICE: £59.99

Iguana UK's debut N64 game is a genuine smash – a first-person blaster that both looks spectacular and offers lots of challenge. As a futuristic bounty hunter, you've been commissioned to rid the Earth of its evil robot overlords, which involves you wasting every single one of them. Personally. Great gameplay, intelligent enemies and a violent deathmatch game – would could ask for more?

93
percent

FIGHTERS DESTINY



PUBLISHER: Ocean REVIEWED: Issue 11 PRICE: £54.99

The N64 finally gets itself a decent beat-'em-up – it only took, what, 18 months? It's very much like Sega's *Virtua Fighter* in terms of play, though that's not such a bad thing as *VF* is one of the best fighters around. While the graphics aren't anything special, the depth and range of moves more than makes up for this shortfall. This is the one N64 fighter you really should own.

80
percent

THE GLORY OF ST ANDREWS



PUBLISHER: Seta REVIEWED: Issue 3 PRICE: Import

Golf, as has been noted in the past, is a good walk spoiled. This game, on the other hand, is good silicon wasted. *St Andrews* is a truly pathetic piece of simulation, featuring a *St Vitus* control method and fairways that look as much like the real *St Andrews* as they do the surface of the Moon. Bruce and Tarby would turn in their graves if they were dead.

10
percent

G.A.S.P!! FIGHTERS' NEXTREAM



PUBLISHER: Konami REVIEWED: Issue 13 PRICE: Import

Fighting action with a novel twist – you get to design your own character! A fighter creation option adds interest to Konami's beat-'em-up hopeful, but unluckily the gameplay at the core of *GASP* is lacking. The fighters aren't all that responsive, and their movement is often jerky. All in all, *GASP* has some good ideas, but it's let down by rather clumsy execution.

70
percent

GOLDENEYE

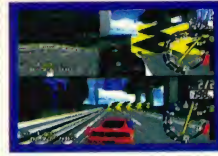


PUBLISHER: Nintendo REVIEWED: Issue 5 PRICE: £49.99

Best game on the N64 and quite possibly one of the best videogames games of all time. Rare's stunning James Bond game is a winner whether you play in the one-player adventure game or the friendship-wrecking multi-player deathmatch. If you own an N64, then you just have to have this game or else face social ostracisation and the taunts of small children in the street.

95
percent

GT 64



PUBLISHER: Ocean/Infogrames REVIEWED: Issue 16 PRICE: £59.99

A racing game needs to combine speed and control, but while *GT 64* just about manages the former, the latter is lacking. Despite having a set of customisation options, the cars are just too unwieldy, and the computer-controlled opposition is completely brainless. *GT 64* isn't bad visually, but the limited number of tracks and lacklustre presentation don't help matters.

64
percent

HEXEN



PUBLISHER: GT Interactive REVIEWED: Issue 5 PRICE: £59.99

A *Dungeons & Dragons*-style takes on *Doom*, although unlike *Doom 64*, *Hexen* hasn't been updated from its PC roots. This means blocky graphics, and an abundance of nasty brown textures makes everything blend together on screen with no real thrills. Play the four-player game and you'll think someone's rubbed Bisto into your eyeballs, such is the fuzzy brown-ness.

30
percent

IGGY'S RECKIN' BALLS



PUBLISHER: Acclaim REVIEWED: Issue 16 PRICE: £39.99

One of the strangest games around, and considering some of the Japanese stuff on the N64 that's no mean feat. *Iggy's* is a cross between a racer and a puzzle game – you have to jump, swing and haul a set of oddballs up a series of rollercoaster-style tracks. It takes a while to grow on you, but can be very absorbing, especially with four people playing.

83
percent

ISS 64



PUBLISHER: Konami REVIEWED: Issue 3 PRICE: £34.99

Now that *ISS '98* has been reviewed this is only the second best N64 footie sim around, but at £34.99 it's definitely worth buying. Footie purists maintain the Japanese original – *J-League Perfect Striker* – is slightly better, but *ISS 64* is great example of the Beautiful Game. Another essential purchase – and it's now at a low price! Buy it now – why are you waiting?

93
percent

ISS '98



PUBLISHER: Konami REVIEWED: Issue 16 PRICE: Import

The version we reviewed was actually the Japan-only World Cup edition, but player names aside *ISS '98* will be the same game. And what a game! *ISS '98* accomplishes the very tough task of improving on its predecessor, with souped-up gameplay, improved player control and dozens of new minor flourishes. Make up for World Cup disappointment by getting this game!

94
percent

J-LEAGUE DYNAMITE SOCCER



PUBLISHER: Imagineer REVIEWED: Issue 6 PRICE: Import

The word 'average' could have been coined with this game in mind. Although in some ways it looks similar to *ISS 64*, it suffers badly from a lack of variety in the kicks and tricks its players can perform, and it's also a real task trying to keep track of which player you're controlling. Not bad, not good, not really worth even thinking about when there's *ISS* instead.

44
percent

JEOPARDY!



PUBLISHER: Take 2 REVIEWED: Issue 14 PRICE: Import

Answer: abysmal, appalling, a travesty of videogame programming, major league suckage, more pants than Marks & Sparks. Question: what is *Jeopardy!*? This N64 conversion of a quiz show that nobody in Britain has ever seen (with good reason) is truly ghastly; useless visuals, America-only questions and all the appeal of a herpes sore. If you see it, warn the authorities!

30
percent

JOHN MADDEN 64



PUBLISHER: EA Sports REVIEWED: Issue 8 PRICE: £59.99

Gridiron action as approved by the portly syrup-sporter of yore. Released at the same time as Acclaim's *Quarterback Club*, *Madden* plays in much the same way (as you'd expect of an American football game). The AI of the players is slightly better in *Madden*, but it doesn't have *QBC's* showy high-res graphics, so there's very little to choose between the two.

76
percent

KILLER INSTINCT GOLD



PUBLISHER: Nintendo REVIEWED: Issue 3 PRICE: £59.99

Beat-'em-up action for caffeine addicts and speed freaks; *KI Gold* is fast and frantic (often ludicrously so), but relies too much on mad button hammering in place of skill, whatever the *KI* combo bores may tell you. The use of 2-D characters on 3-D backgrounds now looks a little dated, especially when compared to games like *Mace* or *Art Of Fighting Twin*.

70
percent

LYLAT WARS/STARFOX 64



PUBLISHER: Nintendo REVIEWED: Issue 5 PRICE: £59.99

One of Nintendo's updates of past Super NES glories, which provides a dazzling showcase for the N64's graphical abilities over 16 varied and beautifully realised worlds. If there's a problem with *Lylat Wars* (apart from the duff UK title) it's that it is a bit on the easy side – seeing even the hardest worlds isn't that much of a task once you know how to reach them.

88
percent

MACE: THE DARK AGE



PUBLISHER: GT Interactive REVIEWED: Issue 7 PRICE: £59.99

A conversion of an arcade machine that provides some reasonable hack 'n' slash action as a bunch of medieval fighters – big musclebound hunks and over-inflated babes for whom clothes are an irrelevance – whack away at each other with big swords. There's enough here to keep beat-'em-up fans occupied for a while, though it still doesn't offer much long-term appeal.

70
percent

MARIO KART 64



PUBLISHER: Nintendo REVIEWED: Issue 3 PRICE: £49.99

Something of a disappointment, considering how good its Super NES forebear was. *Mario Kart 64* is fun at first, but the computer-controlled players cheat to an obscene degree (no matter how fast you are, they always catch up in moments) and some of the tracks provide nothing but irritation instead of challenge. Still good for multiplayer racing, though!

78
percent

MISCHIEF MAKERS



PUBLISHER: Nintendo REVIEWED: Issue 7 PRICE: £49.99

Strangeness ahoj in this 2-D platformer, which crams in more variety and imaginative tricks than any of its 3-D contemporaries. You control Marina the green-haired robot maid in her constant efforts to rescue her lecherous and imbecilic master from the clutches of an evil empire of mournful aliens. Weird, yes, but compulsive, if maybe a little easy.

82
percent

MORTAL KOMBAT 4



PUBLISHER: GT Interactive REVIEWED: Issue 16 PRICE: Import

The ketchup-filled old favourite finally gets a 3-D makeover, and is a vast improvement on the previous few *Mortal Kombat* games. While the 3-D aspect is pathetically under-explored, the action is fast and smooth, and the bizarre nature of the combat makes it instantly appealing. It does work better as a two-player game, but even so is still the best fighter on the N64.

86
percent

MK MYTHOLOGIES: SUB-ZERO



PUBLISHER: GT Interactive REVIEWED: Issue 9 PRICE: £59.99

If you're turned on by the idea of making jump after jump after jump over perilous ledges using a poorly thought-out control method, with some ketchup-splattering combat thrown in, you'll love *MK Mythologies*. People with a frustration threshold less than the Dalai Lama might not take so kindly to it, though. Still, some people prefer *Mortal Kombat* to *Street Fighter*. No accounting for taste!

46
percent

MORTAL KOMBAT TRILOGY



PUBLISHER: GT Interactive REVIEWED: Issue 3 PRICE: £59.99

Three blood-soaked games in one! And all of them of the same copy quality. If you're the kind of person whose life won't be complete until you've seen every silly fatality, babality and animality in the *Mortal Kombat* series, then you should get this game. And a life. The gameplay of the *MK* franchise hasn't advanced since *MK2* in 1994, and it definitely shows.

32
percent

MULTI RACING CHAMPIONSHIP



PUBLISHER: Ocean REVIEWED: Issue 5 PRICE: £59.99

A ponderous and unexciting attempt to bring rallycross to the N64. *MRC* is lacking in speed (generally considered to be a major ingredient in a racing game) and takes a good kicking on the difficulty front by being way too easy. The limited number of tracks (a mere three, not counting the usual mirror options) gives it the lifespan of a gnat. One of the cars is unbeatable, as well – why?

52
percent

MYSTICAL NINJA STARRING GOEMON



PUBLISHER: Konami REVIEWED: Issue 13 PRICE: £59.99

An English translation of *Ganbare Goemon*, and one that makes a dramatic improvement to the game's playability. Actually knowing what you're supposed to do next, instead of just wandering around until you stumble upon a new item or location, transforms an amusing but irksome title into a very entertaining adventure. The N64's first RPG, and not before time!

85
percent

NAGANO WINTER OLYMPICS



PUBLISHER: Konami REVIEWED: Issue 10 PRICE: £59.99

Wintery action from the Land of the Constantly Extinguishing Olympic Torch. Konami's attempt to simulate the Olympiad is a brave effort, but let down by a couple of sub-par events. The variety on sports on offer (from downhill skiing to – yes! – curling, which is more fun than it sounds) does help out, and it's a hell of a lot more realistic than the 'robots on ice' PlayStation version!

65
percent

NBA COURTSIDE



PUBLISHER: Nintendo REVIEWED: Issue 14 PRICE: £49.99

Featuring the endorsement of basketball sensation Kobe Bryant, the first game for Nintendo's new Nintendo Sports label is easily the best basketball sim on the machine, not that the competition is all that dazzling. However, like 1080° Snowboarding, Nintendo's other recent sports sim, *Courtside* is oddly lacking in 'soul', for want of a better word – it's competent, but somehow mechanical.

85
percent

NBA HANGTIME



PUBLISHER: GT Interactive REVIEWED: Issue 5 PRICE: £59.99

Wobbly-skulled giants trudge around the court in this silly basketball game where a 'create player' option lets you play as a pig, which seems somehow fitting. It's all stupid super-moves, 50 foot leaps and exploding baskets, rather than anything resembling a real sport. Those who enjoyed *Batman And Robin* might consider it 'awesome', which says it all!

45
percent

NBA PRO '98



PUBLISHER: Konami REVIEWED: Issue 12 PRICE: £59.99

Although it's outmatched by Nintendo's *NBA Courtside*, *NBA Pro '98* still offers some fun – that is, if you can get over the fact that the graphics are fuzzier than a police station. This does bring down the game's appeal quite a bit, but if you're prepared to persevere, some ball-bouncing entertainment can be had, especially if you can drum up three other people to play against.

70
percent

NFL QUARTERBACK CLUB '98



PUBLISHER: Acclaim REVIEWED: Issue 7 PRICE: £59.99

Acclaim's high-resolution rival to EA Sports' *John Madden 64*, with the benefit of an official NFL licence. *QBC* certainly beats *Madden* on presentation and glitz; as far as the gameplay goes, there's very little to distinguish the two. The choice is between much better graphics or slightly better player intelligence – judging from international sales, people prefer the former.

80
percent

NHL BREAKAWAY '98



PUBLISHER: Acclaim REVIEWED: Issue 12 PRICE: £59.99

The team that produced the high-resolution *NFL Quarterback Club* strike again, with this medium-res (but still crystal clear) ice hockey title that manages to beat the *Wayne Gretzky* series at its own game. It's a great multiplayer challenge, and the sharpness of the visuals makes the action a lot easier to follow than it is in any of the *Gretzky* games. Worth getting.

85
percent

OFF-ROAD CHALLENGE



PUBLISHER: Midway REVIEWED: Issue 16 PRICE: Import

A racing title that uses the Cruis'n USA engine to power its graphics and gameplay, and unfortunately it shows! *Off-Road Challenge* is a lame conversion of a not-very-amazing arcade machine with the speed of a sleeping slug, practically no challenge – and despite the name – a near-total inability to go off the road! Hopefully, it will never get a release in the UK.

27
percent

OLYMPIC HOCKEY '98



PUBLISHER: Midway REVIEWED: Issue 12 PRICE: Import

Hurried out in order to cash in on the excitement festival that was the Nagano Olympics, *Olympic Hockey '98* is nothing more than *Wayne Gretzky '98* in new national kit, and actually has fewer teams than its predecessor. If you have either of the previous *Gretzky* games, there's no point whatsoever getting this unless you are an ice hockey fetishist.

70
percent

PILOTWINGS 64



PUBLISHER: Nintendo REVIEWED: Issue 1 PRICE: £59.99

A game that splits the office to this day. One camp argues that the ability to more or less set your own agenda provides near-infinite replay value. The other camp maintains that there isn't any real objective and that you just wait about over pretty landscapes. Since a member of the latter group edits the mag, guess which viewpoint is represented here?

74
percent

PUYO PUYO SUN 64



PUBLISHER: Compile REVIEWED: Issue 8 PRICE: Import

If it looks like something from the Sega Mega Drive, then that's because it pretty much is. The *Puyo Puyo* games have been around for years, and have changed very little along the way. Luckily, they don't need stunning graphics, because this is a game where gameplay is all. Great fun to play alone, supremely addictive against a friend – campaign for an official release now!

87
percent

PUZZLE DAMA



Publisher: Konami REVIEWED: Issue 16 PRICE: Import

Very similar to *Puyo Puyo Sun* in play, *Puzzle Dama* does have enough individual quirks to make it more than just another clone. Not least of these are the additional subgames, which include a Puzzle-solving mode and even a ten-pin bowling simulator! If you don't like weird Japanese characters you'll be allergic to this, but if you do it's amusingly bizarre entertainment.

80
percent

QUAKE

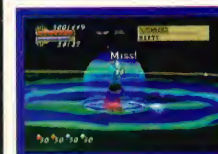


PUBLISHER: GT Interactive REVIEWED: Issue 13 PRICE: £59.99

A massive hit on the PC, *Quake* comes to the N64 with improved graphics and a fair smattering of gore, but sadly its deathmatch option is only for two players, as opposed to the benchmark-setting *Goldeneye*'s four. This does ultimately reduce its longevity, but all the same the one-player game is still a lot of aggressive fun. Kill ogres! Shoot dogs! Brutalise demons!

88
percent

QUEST 64



Publisher: THQ REVIEWED: Issue 16 PRICE: Import

A disappointing attempt at a role playing game, *Quest 64* suffers from being so simplistic that it fails to involve the player. Character interaction is practically non-existent – all you do is wander from town to town, getting into random fights with silly-looking monsters and occasionally running into a boss who must be defeated in order to progress. It looks good, but gets very tedious.

56
percent

RAMPAGE

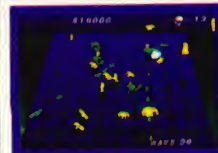


PUBLISHER: GT Interactive REVIEWED: Issue 13 PRICE: £59.99

An arcade conversion with an unusual three-player mode in which you take on the stamping form of one of three movie-style monsters and run around wrecking cities and eating people. This kind of action is fun for a while, and spotting all the amusing little touches in the game keeps you entertained, but the infinite credits mean it's got very little lasting value.

80
percent

ROBOTRON 64



PUBLISHER: GT Interactive REVIEWED: Issue 16 PRICE: £44.99

Okay, so on paper it looks crap – an update of an ancient arcade game with weedy graphics and extremely repetitive gameplay that involves ceaseless shooting with nary a break. But in play it's absolutely brilliant, a non-stop, sweat-squirting, adrenaline gland-popping orgy of relentless destruction that reminds you what videogames are all about. Top!

81
percent

SAN FRANCISCO RUSH



PUBLISHER: GT Interactive REVIEWED: Issue 9 PRICE: £59.99

The streets of San Francisco have never been more dangerous! Racing up the hills and round the twisting corners of the city on the bay is entertaining, although the control method could stand a lot of improvement. However, it's the hidden depth of *SF Rush* (you can explore for miles off the track to find hidden keys that unlock secrets) that keeps it interesting.

70
percent

SHADOWS OF THE EMPIRE



PUBLISHER: Nintendo REVIEWED: Issue 1 PRICE: £59.99

A decidedly dodgy *Star Wars* cash-in that was hugely over-rated when it was first released because of N64 euphoria. Time hasn't treated *Shadows* all that kindly, though – it's a kind of third-rate *Tomb Raider* meets *Starfox*, with some very lumpy subgames that should have had their throats crushed at birth. "Do, or do not," said Yoda. This one does not.

58
percent

SIM CITY 2000



PUBLISHER: Imagineer REVIEWED: Issue 12 PRICE: Import

This conversion of the creaky old PC game is a bit of an oddity, because the mouse-based control of the original isn't really suited to a console. Imagineer give it their best thought, and if you've played the original and know what you're supposed to do (everything's in Japanese), some urban amusement can be had, though it's lacking in excitement and feels very dated.

60
percent

SNOWBOARD KIDS

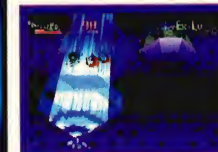


PUBLISHER: THE Games REVIEWED: Issue 11 PRICE: £39.99

A surprisingly enjoyable little game, which for a short while supplanted *Goldeneye* as the office after-hours four-player game of choice. Unlike the 17 million other N64 snowboarding games on the way, *Snowboard Kids* plays for laughs, and is all the better for it. One of the courses doesn't even have any snow on it, fer chrissakes! Good, clean, wholesome entertainment.

83
percent

STAR SOLDIER

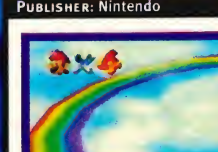


PUBLISHER: Hudson Soft REVIEWED: Issue 16 PRICE: Import

The N64's first 'traditional' shoot-'em-up (ie, blast through scrolling levels and shoot down the enemies as they approach in predictable patterns) but hopefully not the last because it's not much cop. The difficulty level is far too low, the special weapons much too powerful and any half-decent gamer should be able to complete the game within a few hours of starting.

65
percent

SUPER MARIO 64



PUBLISHER: Nintendo REVIEWED: Issue 1 PRICE: £49.99



Banjo-Kazooie might outshine *Mario 64* in all respects, but that doesn't mean the N64's first game isn't worth playing. The first game of its type – and still one of the best – *Mario 64* shows you just why Nintendo has its reputation for great gameplay.

92
percent

TAMAGOTCHI WORLD



PUBLISHER: Bandai REVIEWED: Issue 11 PRICE: Import

Weirdness overload as the bleeping keyring creatures that were last year's fad make it to the N64 in the form of an electronic board game. The winner is the first person whose Tamagotchi reaches adulthood, helped along by a series of subgames. It's quite good fun, but there is a lot of Japanese text, and the subgames aren't nearly as frequent as they should be.

66
percent

TETRISPHERE



PUBLISHER: Nintendo REVIEWED: Issue 10 PRICE: £39.99

Tetris with balls, if you will. This update of the classic Game Boy puzzler takes place on the surface of a spinning globe, inside which is trapped a robot, but the idea is still the same – group blocks to make them disappear before they stack up and overwhelm you. The UK release is excellent value, and there are plenty of gameplay options to maintain interest.

70
percent

TOP GEAR RALLY



PUBLISHER: THE Games REVIEWED: Issue 7 PRICE: £54.99

Top Gear Rally is the most realistic racer on the N64 so far, and a respectable rival for the likes of *Sega Rally*. It boasts five large and detailed courses with variable weather conditions, customisable paint jobs and car handling that is as near as you can get to reality when you're steering with a plastic mushroom. Plus you get to drive around in a milk float, if you really want to!

85
percent

TUROK: DINOSAUR HUNTER



PUBLISHER: Acclaim REVIEWED: Issue 2 PRICE: £39.99

Now at a new low price, *Turok* is much better value, though in terms of playability it is nowhere near the level of *Goldeneye*. Still, that shouldn't deter fans of bloody slaughter as the titular Indian takes on armies of thugs armed with only his trusty bow, arrow and nuclear accelerator. If Mario's sugary antics aren't for you, Turok's the man. Well, him and Duke.

70
percent

WAVE RACE 64



PUBLISHER: Nintendo REVIEWED: Issue 1 PRICE: £59.99

An exemplary jetski simulation, which laughs so much at games like the PlayStation's *Rapid Racer* that it vomits over them. When it comes to watersports (no, not that sort), *Wave Race* is the only place you should look. There aren't all that many courses to race upon, but those that there are are tricky enough to challenge the skills of even the most hyped-up gamer.

83
percent

WAYNE GRETZKY'S 3-D HOCKEY



PUBLISHER: GT Interactive REVIEWED: Issue 5 PRICE: £59.99

The first and until recently the only ice hockey game on the N64, *Wayne Gretzky's 3-D Hockey* won fans because of its bone-crunching gameplay and its excellent use of the Nintendo analogue controller. Up to four people can take part in this top-notch simulation of frosty mayhem – the only stumbling block is that nobody over here watches ice hockey!

78
percent

WAYNE GRETZKY'S 3-D HOCKEY '98



PUBLISHER: Midway REVIEWED: Issue 10 PRICE: Import

The sequel to *Wayne Gretzky's 3-D Hockey*, and a game whose title must have kept the best brains of Midway in the States occupied for literally nanoseconds. It maintains the same excellent gameplay of its predecessor, but unfortunately fails to improve on it in any way. The only differences comes in updated player stats and teams, so it's one for ice hockey completists only.

78
percent

WAR GODS



PUBLISHER: GT Interactive REVIEWED: Issue 6 PRICE: £59.99

For quite some time, *War Gods* was used as a benchmark for beat-'em-up awfulness. Then along came *Clayfighter*, and suddenly *War Gods* seemed like *Street Fighter* in comparison. That still doesn't mean that this clomping, inadvertently comedic testbed for *Mortal Kombat 4* is worth getting, though. Unless you like fighters who mince about like John Inman.

40
percent

WCW VS NWO WORLD TOUR



PUBLISHER: THQ REVIEWED: Issue 9 PRICE: £54.99

Surprise number one: THQ came up with an excellent N64 debut game. Surprise number two: it's wrestling! *WCW vs NWO* provides something no other fighting game has managed – full-on four player foul play, with loads of famous faces from the OTT world of American wrestling. Good enough to appeal to non-fans of the 'sport', which is something in itself!

83
percent

WETRIX



Publisher: Ocean REVIEWED: Issue 16 PRICE: £49.99

When is *Tetris* not *Tetris*? When it's submerged under several feet of water! Although *Wetrix* does feature falling blocks, it's an entirely different game type to the Russian puzzler. The object is to prevent water escaping by building up walls to dam it in, a process made harder by falling bombs and earthquakes. Once you get the hang of it, *Wetrix* is very addictive.

86
percent

WHEEL OF FORTUNE



PUBLISHER: Gametek REVIEWED: Issue 10 PRICE: Import

Sans Bradley Walsh (yay!), sans Jenny Powell's legs and cleavage (boo!) this is the American version of the gameshow for numbskulls. Although it features the N64's first in-game video footage (hostess Vanna White babbling on inanely in a small video window), the questions are far too American-orientated and insanely literal for UK players to get to grips with.

30
percent

WILD CHOPPERS



PUBLISHER: Seta REVIEWED: Issue 9 PRICE: Import

A sort of 3-D version of the old *Desert Strike* games, Seta's whirlybird wig-out offers some short-term fun, but is hampered by a fairly limited number of missions and an effective but hard-to-learn control method. It also has a rather glacial pace, like all-out war in a bowl of half-set jelly. As the only game of its type, it might be worth a look for frustrated Kilgores.

70
percent

WWF WARZONE



PUBLISHER: Acclaim REVIEWED: Issue 16 PRICE: £59.99

A wrestling game which combines all the usual features of the genre – your favourite spandexed grapplers from the TV, foreign objects to beat people with, heads colliding with turnbuckles – and adds options like tag team games and an excellent 'create a wrestler' option. This last is hours of fun in itself, and makes the whole package irresistible.

90
percent

WORLD CUP '98



PUBLISHER: EA Sports REVIEWED: Issue 14 PRICE: £54.99

After the dud start of *FIFA 64*, then the much-improved *FIFA: Road To World Cup*, EA Sports have finally hit their stride with *World Cup '98*. The official game of the French event, *WC '98* is easily on a par with Konami's *ISS 64* in terms of gameplay, so if you want to relive/avenge your team's victory/defeat, you can at last do it without spending hours putting in all the names.

93
percent

WORLD SOCCER 3



PUBLISHER: Konami REVIEWED: Issue 9 PRICE: Import

An update of Konami's classic *J-League Perfect Striker*, which gives Japanese players the chance to use the same international teams that featured in *ISS 64*. The consensus was that it wasn't really an improvement over either game, though that didn't stop the Paragon footie contingent laying claim to it and a Japanese N64 every night after work. Could be rendered obsolete by *ISS '98*, though...

86
percent

YOSHI'S STORY



PUBLISHER: Nintendo REVIEWED: Issue 10 PRICE: Import

A surprising let-down from Nintendo, perhaps because of the minimal involvement of game guru Shigeru Miyamoto. *Yoshi's Story* is amazing to look at, simple to play... and obscenely easy to complete. The Western version has been tweaked very slightly with an extra ending for those dedicated enough to complete the game collecting only melons, but apart from that it's the same.

79
percent

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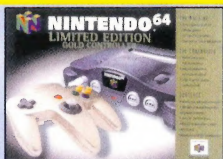
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